

GURPS®

Fourth Edition

DUNGEON FANTASY™ 15

HENCHMEN™



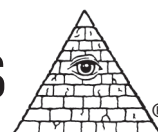
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About GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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INTRODUCTION

Many fictional heroes have partners – loyal comrades, faithful sidekicks, trusted retainers, or lifelong friends – who accompany them on adventures.

– *GURPS Basic Set*

A venerable dungeon-crawling trope is the *henchman*: the mercenary or sidekick who ventures into the darkest holes alongside his master, despite being less capable than his patron and thus at considerably greater risk. Such figures have strong fictional precedent – where would Frodo be without Sam? But their *gaming* origins date to when war games spawned RPGs; commanders became PCs, while their aides and troops turned into NPC companions. Initially, only “high-level” warriors and priests, corresponding to historical lords capable of raising a levy, had followers. Eventually, any adventurer might acquire subordinates, although apprentices and bodyguards were more likely than armies.

GURPS Dungeon Fantasy 5: Allies and *Dungeon Fantasy 9: Summoners* describe bestial and supernatural allies for delvers who possess occult powers, but no *Dungeon Fantasy* volume covers *mundane* hirelings and companions who accompany heroes not thanks to a magical bond, but out of loyalty – or because the pay is good! Like a hired spear-carrier plugging a hole in the ranks, *Dungeon Fantasy 15: Henchmen* fills this gap. From lowly laborers to apprentice spellcasters, it offers flunkies, lackeys, and novices who are ready to follow the PCs into the field . . . for a price.

USING THE TEMPLATES

At the heart of *Henchmen* lies a set of character templates for low-powered delvers. There are several ways to use these, not all of them obvious from the title.

Allies

An obvious use for these templates is to create Allies for PCs to acquire with points. Such a sidekick is assumed to be unfailingly loyal, provided that he isn’t mistreated. One of his master’s permanent assets, he is to mere hired help as Signature Gear is to found or bought items. The templates in *Henchmen* cost either 62 or 125 points, to match the 25% and 50% breakpoints for Allies in a 250-point campaign.

Hirelings

You don’t need points to hire help. Wealthy delvers can augment their numbers with paid assistants. These use the same templates as Allies, but cash – unlike points, which represent a perfect match, a karmic bond, or suchlike – can’t *guarantee* loyalty! On the other hand, hirelings need not be treated as well as Allies . . .

Low-Powered Delvers

Not every GM wants to start his campaign at 250 points. A lower power level is better for breaking in new *GURPS* players and evoking the nostalgia of peasant-hero and rags-to-riches

tales. The 125-point templates here offer as much detail as the 250-point ones in other *Dungeon Fantasy* volumes, and are suitable for PCs. They *aren’t* simply scaled-down versions of higher-powered templates, but their own thing – on half the points, not every high-end role is practical, and a few blur together.

Custom Delvers

Even at 250 points, the GM might want to give players the option of creating delvers who follow professions besides the stock ones without having to wade into freeform character design. To support this, *Henchmen* includes a spectrum of 125-point lenses for upgrading 125-point “henchman templates” into 250-point heroes.

RECOMMENDED BOOKS

This supplement uses the character-creation guidelines in *GURPS Dungeon Fantasy 1: Adventurers*, which in turn draws on the *GURPS Basic Set* (and *GURPS Magic*, for spellcasters). Everything else is optional, but you can do more with *Henchmen* if you have access to the character templates in other *Dungeon Fantasy* works – particularly *The Next Level*, but also *Sages*, *Summoners*, *Ninja*, *Psi*, and even *Taverns*.

ABOUT THE HIRELINGS

Peter V. Dell’Orto of New Jersey was first hired by adventurers – as an assistant potion-taster – in 1981. He started delving with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. A triple-classed *GURPS* playtester/editor/writer since 1996, he’s the author of numerous *GURPS* articles for *Pyramid* magazine; author or co-author of several e23 items (including *GURPS Dungeon Fantasy 12: Ninja*; *GURPS Dungeon Fantasy Monsters 1*, with Sean Punch; and *GURPS Martial Arts: Gladiators*, with Volker Bach); and co-author of *GURPS Martial Arts* and *GURPS Low-Tech*. Peter added the monk lens early in his career, and has fought amateur MMA in the SHOOTO organization in Japan and in submission grappling in the U.S. He currently trains Kachin Bando and holds a *shodan* rank in Kendo.

Sean “Dr. Kromm” Punch de Montréal started working toward the sage template, specializing in particle physics, in 1985. He added the editor lens in 1995, when some delvers hired him to be the *GURPS* Line Editor. He 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. He lives with his Ally, Bonnie, and their two animal companions, Banshee and Zephyra.

CHAPTER ONE

THE TEMPLATES

The starting point of a henchman's *career* is when he attempts to pick a well-armed traveler's pocket, gets caught, and is forced into service "or else" . . . or is rescued (or *bought*) from a slave market . . . or is foisted off on a company of delvers by his current master, who happens to be a party member's mentor. The starting point for his *abilities*, though, is one of these templates. If he's reasonably competent, worthy of the

epithet "adventurer" or even "hero" in his own right, then browse the templates under *Standard Henchmen* (pp. 4-18). If the first piece of equipment he'll be issued by the *real* heroes is a boot brush – or worse, a shirt that resembles an archery target (see *Livery*, p. 19) – then go directly to *Bargain Henchmen* (pp. 18-25).

STANDARD HENCHMEN

These templates are intended for capable advisors, bodyguards, and companions to powerful heroes, and for high-priced NPC hirelings. They're worth 125 points because that's exactly half of the 250 points that PCs start with in a standard *Dungeon Fantasy* campaign. If PCs buy them as Allies, they'll be getting NPCs worth 50% of their own point value, and players won't have cause to complain that they paid 125-point-Ally prices for lesser help. This makes their base Ally cost 2 points. The assumption is that such Allies are always in sight down in the dungeon, so they're constantly present, for a final cost of 8 points; for alternatives, see *Frequency of Appearance* (p. 27).

*Burglar wants a good job, plenty of
Excitement and reasonable Reward . . .*
– J.R.R. Tolkien, *The Hobbit*

These templates could be used for PCs in 125-point campaigns, too. They might also see use in 250-point campaigns where some players aren't munchkins (it could happen!) and desire 125-point characters, or control multiple delvers, some of them worth 125 points. For more on these possibilities, see *As Low-Powered Delvers* (pp. 32-33). A further application is to provide the core abilities of 250-point heroes – simply add one of the 125-point lenses under *As Custom Delvers* (pp. 33-41).

Beware that there's no true 1:1 correspondence between these templates and the 250-point ones in *Dungeon Fantasy 1-14*. You can certainly use 125-point templates in a "starting adventurers" campaign. You can often get close to particular higher-powered templates (see *Niche Substitution*, p. 5) and, with the addition of 125-point lenses and suitable choices of template and lens options, you can get any character you could create using the 250-point templates. But a few tough professions – like the bard, martial artist, and ninja – need 250+ points to buy definitive abilities, and are nonstarters at 125

points. Likewise, some roles run together at lower power levels; a proto-knight and a future holy warrior who hasn't yet acquired holy powers are both essentially "a stalwart fighter with good physical stats and combat skills." The primary objective here isn't to ape PCs but to provide supporting NPCs!

AGENT

125 points

You're an entrepreneur in the town-and-down business ("down" being agent-speak for "the murderous world of dungeons and delvers"). You help stalwart-but-tongue-tied adventurers score missions and acquire vital gear. On their return, you find buyers for their loot – and spread tales of their amazing accomplishments to ensure that your next payday isn't too long coming. Unlike most businessmen, you don't stay safely at home. By accompanying your patron in (or typically *under*) the field, you can identify what's worth hauling back and broker deals with monsters, bandits, tax collectors, and flying-carpet salesmen met along the way . . . for a suitable fee.

Attributes: ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 20 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], Will +1 to +4 [5/level], Per +1 to +4 [5/level], Acute Senses (any) [2/level], Alcohol Tolerance [1], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Charisma 1-4 [5/level], Cultural Adaptability [10], Eidetic Memory [5] or Photographic Memory [10], Empathy† [15], Fearlessness [2/level] or Unfazeable [15], Honest Face [1], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Lifting ST 1-3 [3/level], Luck [15], Musical Ability 1-2 [10/level], No Hangover [1], Penetrating Voice [1], Rapier Wit† [5], Signature Gear [Varies], Smooth Operator 1 [15], Social Chameleon [5], Voice [10], Wealth (Comfortable or Wealthy) [10 or 20], or Wild Talent 1 [20].

Niche Substitution

A party that lacks oomph or expertise in an area may try to remedy this deficit with henchmen – or with unusual PCs. This table shows which characters built with the rules in *Henchmen* can pinch-hit for high-powered delvers from other *Dungeon Fantasy* volumes. Read the columns as follows:

Hero: The 250-point template that needs substitution (with a page reference to the relevant *Dungeon Fantasy* work).

Standard: The 125-point template(s) from *Standard Henchmen* (pp. 4-18) that can replace this template as a

125-point henchman, a 125-point PC (see *As Low-Powered Delvers*, pp. 32-33), or as the basis for a 250-point PC (see *As Custom Delvers*, pp. 33-41).

Bargain: The 62-point template from *Bargain Henchmen* (pp. 18-25) that *might* suffice – barely. Generally, there's no equivalent!

Lens: The 125-point lens(es) from pp. 34-41 that would give a reasonable substitute when added to *any* 125-point template. Combining this with a template in the "Standard" column on the same line gives something especially close to the template in the "Hero" column.

Hero	Standard	Bargain	Lens
Artificer (<i>Sages</i> , p. 5)	Sage	–	Gadgeteer
Assassin (<i>Ninja</i> , p. 9)	Brute, Cutpurse, or Killer	–	Burglar or Veteran
Barbarian (<i>Adventurers</i> , pp. 4-5)	Brute	–	Veteran
Bard (<i>Adventurers</i> , pp. 5-6)	Agent	–	Troubadour
Cleric (<i>Adventurers</i> , pp. 6-7)	Initiate	*	Priest
Demonologist (<i>Summoners</i> , pp. 6-7)	Apprentice	*	Adept
Druid (<i>Adventurers</i> , p. 7)	Initiate	*	Priest
Elementalist (<i>Summoners</i> , pp. 9-10)	Apprentice	*	Adept
Evil Cleric (<i>The Next Level</i> , p. 23)	Initiate	*	Priest
Holy Warrior (<i>Adventurers</i> , pp. 7-8)	Squire	–	Champion
Innkeeper (<i>Taverns</i> , p. 8)	Agent	Servant	Treasure-Hunter
Knight (<i>Adventurers</i> , pp. 8-9)	Archer, Brute, or Squire	Guard	Veteran
Martial Artist (<i>Adventurers</i> , pp. 9-10)	Skirmisher	–	Monk
Mentalist (<i>Psi</i> , pp. 15-16)	–	–	Psi
Necromancer (<i>Summoners</i> , pp. 13-14)	Apprentice	*	Adept
Ninja (<i>Ninja</i> , p. 8)	Killer or Skirmisher	–	Genin
Scholar (<i>Sages</i> , pp. 8-9)	Sage	–	Learned
Scout (<i>Adventurers</i> , pp. 10-11)	Archer	Guard	Veteran
Shaman (<i>Summoners</i> , pp. 16-17)	Initiate	*	Priest
Swashbuckler (<i>Adventurers</i> , pp. 11-12)	Skirmisher	–	Veteran
Thief (<i>Adventurers</i> , pp. 12-13)	Agent or Cutpurse	–	Burglar or Treasure-Hunter
Unholy Warrior (<i>The Next Level</i> , p. 27)	Brute, Killer, or Squire	–	Champion
Wizard (<i>Adventurers</i> , p. 13)	Apprentice	*	Adept

* A gaggle of cultists *might* suffice, where bolstering an *existing* spellcaster of this type would do.

Disadvantages: -25 points chosen from among Chummy [-5] or Gregarious [-10], Code of Honor (Gentleman's) [-10], Curious [-5*], Greed [-15*], Miserliness [-10*], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], Stubbornness [-5], or Xenophilia [-10*]. • Another -25 points chosen from among those traits or Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Compulsive Spending [-5*], Gluttony [-5*], Impulsiveness [-10*], Lecherousness [-15*], Odious Personal Habits [-5 to -15], Overweight [-1] or Fat [-3], or Post-Combat Shakes [-5*].

Primary Skills: Merchant (A) IQ+1 [4]-14. • Any *six* of Current Affairs (any), Gesture, or Savoir-Faire (High Society), all (E) IQ+1 [2]-14; Connoisseur (any), Fast-Talk, Propaganda, Public Speaking, Streetwise, or Writing, all (A) IQ [2]-13; Diplomacy (H) IQ-1 [2]-12; Carousing (E) HT+1 [2]-13; Scrounging (E) Per+1 [2]-14; or 2 points to raise one

of those skills by a level. • Optionally, sacrifice *two* choices to boost Merchant by a level.

Secondary Skills: Any *seven* of Area Knowledge (City) (E) IQ [1]-13; Acting, Disguise, Gambling, Heraldry, Interrogation, or Smuggling, all (A) IQ-1 [1]-12; Sex Appeal (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-12; Body Language, Lip Reading, or Urban Survival, all (A) Per-1 [1]-12; Detect Lies (H) Per-2 [1]-11; 1 point to raise one of those skills by a level; or 1 point for an additional primary skill at one level lower. • *One* of Broadsword, Rapier, Saber, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-13. • *Either* spend 4 points to improve the previous skill to 14, *or* select *two* of Brawling, Crossbow, Fast-Draw (any), Knife, Shield (Buckler), or Thrown Weapon (Knife), all (E) DX+1 [2]-13; Bow, Cloak, Main-Gauche, or Throwing, all (A) DX [2]-12; or 2 points to raise one of those skills by a level.

Background Skills: Four of Climbing, Dancing, Filch, Riding (any), or Stealth, all (A) DX-1 [1]-11; Pickpocket or Sleight of Hand, both (H) DX-2 [1]-10; First Aid (E) IQ [1]-13; Research or Teaching, both (A) IQ-1 [1]-12; Hiking (A) HT-1 [1]-11; or Observation or Search, both (A) Per-1 [1]-12.

* Multiplied for self-control number; see p. B120.

† If the agent acquires Bard-Song abilities, Empathy and/or Rapier Wit can be folded into that power and reduced in cost, and the points this saves put toward Bardic Talent.

‡ Miserliness is incompatible with Compulsive Gambling and Spending.



Customization Notes

The only certainty for an agent is that he's adept at wheeling and dealing, explaining the high IQ and mandatory Merchant skill. Beyond this, many agents are generalists, but there are specialist archetypes. The GM may require the players of adventurers seeking agent henchmen to specify one of these:

Bard-in-Training: Bardic colleges are choosy about admissions, and favor students who already have some of Charisma, Empathy, Musical Ability, Rapier Wit, and Voice. Good disadvantages are those that would inspire someone to go see the world: Curious, Impulsiveness, Overconfidence, and Xenophilia. Bards study a diverse skill set, but it's possible to start with much of it by spreading points among Acting, Carousing, Current Affairs, Detect Lies, Diplomacy, Fast-Talk, Heraldry, Interrogation, Intimidation, Propaganda, Public Speaking, Savoir-Faire, and Streetwise instead of going for a high level in a narrow field. Showier background skills like Dancing and Sleight of Hand are also fitting.

Fence: The fence is more future thief than would-be bard, his area being underworld contacts and unloading loot. Fearlessness befits someone accustomed to negotiating with scum, while Wealth suits the successful dealer. Greed is de rigueur, and Odious Personal Habits are common – but *avoid* Code of Honor. A fence should seize the option to boost Merchant and assign two of his remaining primary skill choices to Streetwise; beyond that, Connoisseur is handy for knowing true worth, and Fast-Talk, for lying about it. Valuable secondary skills are

improved Smuggling, city-oriented abilities (Area Knowledge and Urban Survival), and the likes of Acting, Disguise, and Gambling. Filch, Pickpocket, Sleight of Hand, and Stealth make fine background accompaniments.

Herald: A true herald is an officer of the high and mighty – but “crier” sounds like a sissy. Your specialty is helping clients get work and making them look good so that they (and you!) *stay* employed. Eidetic Memory is valuable for recalling exploits; Penetrating Voice, for shouting praises; and Social Chameleon, for negotiations with the hoity-toity. Chummy and Sense of Duty give personal loyalty that can get you hired, Code of Honor impresses, and Compulsive Lying is a virtue (right?). Take Current Affairs to ferret out jobs, Savoir-Faire (High Society) to deal with those who pay best, Propaganda and Public Speaking to spread the word, and Writing to record the story. Other knowledge might include Heraldry – but Interrogation, Research, and Per-based skills are all more useful for picking up leads, spotting distraught princes, and avoiding dishonest job offers.

Mediator: The mediator is the chap sent over to the ogres with a white flag and a bag of coins – or who negotiates terms with demons and gods in deals involving souls and wishes. Given the variety of weirdos across the bargaining table, Cultural Adaptability, Language Talent, and Languages are all handy. Overconfidence and Xenophilia can help explain *why* you'd do this. Boosted Diplomacy and Gesture are vital, beyond which you may find Savoir-Faire handy for parleying with elf lords, Streetwise useful for conspiring with brigands, and Writing good for penning ransom notes. Worthwhile supporting skills are Acting and Disguise for *posing* as an elf lord or a brigand, and lots of Intimidation. High Will deserves a special mention; it improves Intimidation and thwarts rivals who would cheat by using mind control.

Mr. I Got It: Otherwise known as “Mr. Don't Ask Me Where I Got It,” you find your masters the gear they need. Improved DX is indispensable if you intend to steal – if not, then Lifting ST, Signature Gear, and Wealth all fit an equipment-oriented role. Bosses will greatly appreciate Miserliness and Sense of Duty, but may fire you over Compulsive Gambling or Spending. Increased Merchant is always handy, and works well alongside Connoisseur for knowing prices, Scrounging for finding free stuff, and Streetwise for procuring poison, necromantic gear, etc. Don't overlook Area Knowledge, Smuggling, and Urban Survival, either. And if you raise DX, you might as well add Climbing, Filch, and Stealth for burgling, and maybe Pickpocket for good measure.

APPRENTICE

125 points

You're a student of the arcane – most likely a budding wizard, but possibly a newly minted specialist in the field of demonology, elementalism, or necromancy. You might be an actual apprentice to a senior practitioner of your art, an advisor to an expert in another field of magic, or a young scholar earning tuition fees for future studies by working for delvers in dire need of a spellcaster. Adventuring is a wonderful learning experience, but *risky*. With your limited abilities, you must often fall back on weapons, stealth, and running away!

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 12 [-5]; FP 12 [3]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: 21 points chosen from among DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], Will +1 to +4 [5/level], FP +1 to +7 [3/level], Autotrance [1], Channeling (Specialized†, -50%) [5] or Channeling [10], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Licensed Exorcist† (*Summoners*, p. 5) [1], Luck [15], Medium (Specialized†, -50%) [5] or Medium [10], Mind Shield [4/level], Night Vision 1-5 [1/level], Signature Gear [Varies], Slayer Training (*Summoners*, p. 7) [Varies], Spirit Badge (*Summoners*, p. 5) [1], Spirit Empathy (Specialized†, -50%) [5] or Spirit Empathy [10], Spirit Weapon (*Summoners*, p. 5) [1], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].
● Optionally, spend some or all of these points on additional special abilities and spells (see below).

Disadvantages: -20 points chosen from among Appearance (Unattractive, Ugly, or Hideous) [-4, -8, or -16], Curious [-5*], Disturbing Voice [-10], Frightens Animals [-10], Obsession (Become the world's most powerful demonologist, elemental-ist, necromancer, or wizard) [-10*], Phantom Voices (Annoying) [-5], Pyromania [-5*], Skinny [-5], Social Stigma (Excommunicated)‡ [-10], Unfit [-5] or Very Unfit [-15], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15].
● Another -15 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Temper [-10*], Callous [-5], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Greed [-15*], Impulsiveness [-10*], Jealousy [-10], Klutz [-5] or Total Klutz [-15], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Paranoia [-10], Post-Combat Shakes [-5*], Selfish [-5*], Sense of Duty (Adventuring companions) [-5], Stubbornness [-5], or Wealth (Struggling) [-10].

Primary Skills: Four of Hidden Lore (Demons, Elementals, Magic Items, Magical Writings, Secret Writings, Spirits, or Undead) or Occultism, both (A) IQ [2]-13; Alchemy or Thaumatology, both (VH) IQ-2 [2]-11; or 2 points to raise one of those skills by a level.

Secondary Skills: Six of Hazardous Materials (Magical), Hidden Lore (any), Research, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1]-12; Expert Skill (Natural Philosophy or Thanatology), Philosophy, Physiology (monster type), Psychology (Demons or Elementals), or Theology, all (H) IQ-2 [1]-11; Exorcism or Meditation, both (H) Will-2 [1]-11; or 1 point to raise one of those skills by a level. ● One of Broad-sword, Rapier, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-12. ● Either spend 4 points to improve the previous skill to 13, or select two of Crossbow, Fast-Draw (Knife, Potion, or Sword), Innate Attack (any), Knife, Shield, Shield (Buckler), or Thrown Weapon (Dart or Knife), all (E) DX+1 [2]-12; Throwing (A) DX [2]-11; Sling (H) DX-1 [2]-10; or 2 points to raise one of those skills by a level.

Background Skills: Four of Climbing or Stealth, both (A) DX-1 [1]-10; Body Sense (H) DX-2 [1]-9; First Aid or Gesture, both (E) IQ [1]-13; Cartography or Fast-Talk, both (A) IQ-1 [1]-12; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-12; or Observation or Search, both (A) Per-1 [1]-11.

Special Abilities and Spells: Select one of these 35-point packages of traits, adding any unused advantage points (above) to the discretionary advantages and spells:

Demonologist: Demonic Attunement 2 [16]. ● 19 points total in any combo of Demonic Attunement 3 [8], Demonological abilities, and demonologist spells (*Summoners*, p. 8). Each spell will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Demonic Attunement.

Elementalist (Generalist): Elemental Influence 2 (All Elements) [20]. ● 15 points total in any combo of Elemental Influence 3 [10], Elemental abilities, and elemental spells (*Summoners*, pp. 10-11). Each spell will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Elemental Influence.

Elementalist (Specialist): Elemental Influence 2 (One Element) [16]. ● 19 points total in any combo of Elemental Influence 3 [8], Elemental abilities, and elemental spells for your element. Each spell will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Elemental Influence.

Necromancer: Deathliness 2 [16]. ● 19 points total in any combo of Deathliness 3 [8], Necromantic abilities, and deathly spells (*Summoners*, p. 15). Each spell will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Deathliness.

Wizard: Magery 2 [25]. ● 10 points total in either Magery 3 [10] or 10 wizardly spells, which will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Magery.
● Apprentice wizards should add their Magery level to Thaumatology, if chosen.

* Multiplied for self-control number; see p. B120.

† Choose one specialty: Demons, Elementals, or Ghosts.

‡ Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

Customization Notes

The obvious choice is that of which art you pursue. Taking spells and special abilities as read, there are other considerations:

Demonologist: A budding demonologist will find Fearlessness and Mind Shield valuable, demons being what they are, along with demon-specific Medium and Spirit Empathy (but *avoid* Channeling!). Playing to type, he may want Disturbing Voice, Frightens Animals, Social Stigma, and reduced Appearance – but those can come later, and Impulsiveness and Overconfidence better suit the tyro. As for knowledge, decent Hidden Lore (Demons) and Occultism levels are advised, and Psychology (Demons) and Theology can prove useful. Given the consequences of failure around demons, a sensible path is raising Will, buying Licensed Exorcist, and emphasizing Exorcism; another is splurging on better IQ and Demonic Attunement so that the spells actually work.

Elementalist: An apprentice elemental must first select either the general path or a specialist one. His remaining choices are personal. If he likes potent offensive spells, raising FP is smart – but a thoughtful scholar might prefer Channeling, Medium, and/or Spirit Empathy. Disadvantage should be suitably emphatic: Clueless for airheads, Impulsiveness for watery types, Pyromania for the fiery, Stubbornness for those anchored in the earth, etc. Obvious skills are improved Alchemy and Hidden Lore (Elementals), supported by Expert Skill (Natural Philosophy) and Psychology (Elementals). Because elementals tend to get out where the elements are, consider Cartography and Hiking, too.

Necromancer: Dealing with the undead demands a few of Autotrance, Channeling, Licensed Exorcist, Medium, Slayer Training, Spirit Badge, Spirit Empathy, and Spirit Weapon; for the novice, such things can prove more practical than spells and special abilities. Fearlessness and extra HT can help him resist the job's emotional and physical dangers. Disadvantages shouldn't be *too* extreme, lest they lead to bark vs. bite disparities, but Obsession is high-customary, and Frightens Animals, Skinny, and Unattractive are distressingly common. Exorcism, Expert Skill (Thanatology), Hidden Lore (Undead), Occultism, and Theology are worth emphasizing – and Slayer Training works best with one *good* combat skill for a pointy melee weapon.

Wizard: Junior wizards outnumber other apprentices, but their generalist abilities are costly. While any caster can benefit from extra FP, advantage points are arguably best used to garner IQ 13, Magery 3, and 21 spells, or alternatively IQ 14, Magery 2, and 11 spells. Absent-Mindedness, Curious, Oblivious, Unnatural Features, and Weirdness Magnet are classic wizard traits – but given what the Guild charges, Wealth (Struggling) is more common. The only vital skill is Thaumatology; however, the Magic Items and Magical Writings specialties of Hidden Lore can attract employers *and* identify tools and textbooks in the field. Don't omit Innate Attack (for Missile spells), Teaching (for sharing your former master's secrets with your current one), or Fast-Talk (for misleading rubes and even your boss about what spells you know).

ARCHER

125 points

You might not be a full-on scout, but you're no mean grunt. You've made a career out of riddling things with arrows (or bolts, or sling bullets), and you've put in your time in guard units and militias, or skinning beasts in the bush. Trouble is, being a hunter or a soldier offers limited pay and glory, and often none at all . . . which is why you're selling your skills on the open market. The delver's life involves great risks, but the rewards are proportional – or so you've heard. Whatever the truth might be, you'll certainly get to shoot things a lot!

Attributes: ST 13 [30]; DX 13 [60]; IQ 10 [0]; HT 11 [10].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 10 [0]; Per 12 [10]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 25 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], Per +1 to +5 [5/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Absolute Direction [5], Acute Vision [2/level], Alcohol Tolerance [1], Born War Leader 1-4 [5/level], Combat Reflexes [15], Danger Sense [15], Fearlessness [2/level], Fit [5] or Very Fit [15], Heroic Archer [20], High Pain Threshold [10], Luck [15], Night Vision 1-9 [1/level], Outdoorsman 1 or 2 [10 or 20], Peripheral Vision [15], Rapid Healing [5], Signature Gear [Varies], Weapon Bond [1], or Weapon Master (Bow) [20].

Disadvantages: -15 points chosen from among Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's or Soldier's) [-5 or -10], Greed [-15*], Honesty [-10*], Overconfidence [-5*], Sense of Duty (Adventuring companions or Nation) [-5 or -10], or Stubbornness [-5]. • Another -35 points chosen from among the previous traits or Bad Temper [-10*], Compulsive

Carousing [-5*], Intolerance (Urbanites) [-5], Loner [-5*], No Sense of Humor [-10], Obsession (Slay some specific type of monster) [-5*], Odious Personal Habits [-5 to -15], Paranoia [-10], Phobia (Crowds) [-15*], Vow (Never sleep indoors) [-10], Wealth (Struggling) [-10], or Wounded [-5].

Primary Skills: One of these three 16-point missile-weapons packages:

1. Bow (A) DX+3 [12]-16 and Fast-Draw (Arrow) (E) DX+2 [4]-15.
2. Crossbow (E) DX+4 [12]-17 and Fast-Draw (Arrow) (E) DX+2 [4]-15.
3. Sling (H) DX+3 [16]-16.

Secondary Skills: Five of Climbing or Stealth, both (A) DX [2]-13; Camouflage (E) IQ+1 [2]-11; Armoury (Missile Weapons), Cartography, Leadership, Navigation (Land), Shadowing, or Traps, all (A) IQ [2]-10; Mimicry (Bird Calls) or Tactics, both (H) IQ-1 [2]-9; Hiking (A) HT [2]-11; Observation, Survival (any), or Tracking, all (A) Per [2]-12; or 2 points to raise one of those skills by a level. • One of these two 8-point melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+1 [4]-14, and Shield (E) DX+2 [4]-15.
2. One of Axe/Mace, Broadsword, Polearm, Shortsword, Spear, or Staff, all (A) DX+2 [8]-15.

Background Skills: Six of Brawling, Fast-Draw (any), Jumping, Knife, Knot-Tying, or Thrown Weapon (any), all (E) DX [1]-13; Boating (Unpowered), Bolas, Boxing, Riding (Horse), Spear Thrower, Throwing, or Wrestling, all (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-10; Connoisseur (Weapons), Gambling, or Weather Sense, all (A) IQ-1 [1]-9; Carousing or Swimming, both (E) HT [1]-11; Running (A) HT-1 [1]-10; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-12; 1 point to raise one of these skills by a level; or 1 point for another non-melee secondary skill at one level lower.

* Multiplied for self-control number; see p. B120.

Customization Notes

The archer has a surprising number of choices available. First he must decide whether he's a genuine bowman, an armbruster (crossbowman), or a slinger. The first two would do well to select Armoury (Missile Weapons) as a secondary skill. That's overkill for a sling, which would benefit more from Scrounging (for finding suitable sling projectiles) as a background skill.

After that, there's the matter of where he learned his skills. Likely answers include:

Huntsman: The huntsman may take up arms against men in wartime, but he learned his vocation in the wilds, to feed and clothe himself and his family. This calls for Acute Vision, Outdoorsman, and above-average Per (and *not* especially for military talents such as Born War Leader and Combat Reflexes). Classic disadvantages for this type are Honesty and Sense of Duty – and Intolerance (Urbanites), more rustic Odious Personal Habits, Phobia (Crowds), and Vow (Never sleep indoors) all fit. Poorer hunters use Sling, but most favor Bow. Useful skills for stalking game are Camouflage, Stealth, Survival, and Tracking, and Spear is a likely weapon choice for dealing with larger prey (although Axe/Mace for hatchets also works). Any huntsman who knows what's good for him will have Knife and Weather Sense, too.

Levy: If an archer of this caliber is a conscript rather than a pro, odds are that he's a "natural," his abilities shaped more by talent than training. Superior ST or DX is likely; Danger Sense is more suitable than Combat Reflexes; and Luck *definitely* fits. He's a candidate for Bloodlust – it would explain a part-timer with a gift for killing – but that's it for definitive disadvantages. All three missile skill sets work, although Bow and Sling best suit huntsmen-turned-recruits. Other valuable skills are likewise as for a huntsman; then again, a person born to fill this role might have Leadership and Tactics, bolstered by Born War Leader. Melee skills should cover *inexpensive* weapons: Staff, Spear, maybe Axe/Mace. Someone with an inborn knack for ranged combat is likely to have Bolas, Spear Thrower, Throwing, and/or Thrown Weapon, too.

Scout: Someone on his way to becoming a full-fledged scout (*Adventurers*, pp. 10-11) will want that profession's abilities. Choose some combination of higher IQ, improved Per, and Outdoorsman to boost the diverse skills needed to excel at this line of work. Customarily on the somber, introverted side, scouts have mental problem such as Callous, Loner, and No Sense of Humor – but also quite often Code of Honor, Honesty, and Sense of Duty, to keep them fighting the good fight when they're on their own. A bigger deal is training: Bow is a given; pathfinder skills like Cartography, Navigation, and Observation are preferred; and further abilities may include Boating, Running, and Swimming for getting around, plus Weather Sense for knowing when to hunker down. Such "rangers" customarily favor swords, so add Broadsword or Shortsword for melee.

Veteran: The long-serving professional soldier is more a knight (*Adventurers*, pp. 8-9) than a scout. He tends to have overtly military traits, meaning advantages like Born War Leader and Combat Reflexes, and disadvantages such as Sense of Duty, Code of Honor, and Wounded (the "old war wound"). He's the most likely type of archer to prefer Crossbow, and to have the more martial secondary skills: Leadership, Tactics, and better-than-usual Armoury. Melee choices depend on his former employer's wealth, but Polearm or Spear is a safe bet, while Staff is improbable. Remaining abilities should be rough-and-tumble – Brawling, Carousing, Gambling, Wrestling, etc. (often accompanied by Alcohol Tolerance and Compulsive Carousing). An interesting variant is the crusty sergeant, with good IQ and points in Intimidation.

A final and fairly major decision is whether the archer is simply a warrior who's good with missile weapons or someone with a supernatural talent for such matters. In the latter case, pick Bow for sure, and ignore as much of the above advice as is necessary to afford Heroic Archer or Weapon Master, typically alongside Signature Gear and Weapon Bond for a decent-quality weapon.

BRUTE

125 points

You're an inexperienced barbarian, an uncouth knight-in-training, or even a muscular would-be assassin. You're kept around as a bodyguard or a "meat shield," or for close-in muscle. You *can* use missile weapons, but you're no archer (pp. 8-9) – that's just a backup plan for when you end up stuck outside melee range. You like to mix it up with a heavy weapon, and prefer heavy armor if you can get it. Outside the dungeon, you might at best earn a handful of silver a week guarding (or robbing!) caravans. In the dungeon, the risks are greater but so are the rewards.

Attributes: ST 14 [40]; DX 13 [60]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

Advantages: 25 points chosen from among ST +1 or +2 [10/level], DX +1 [20], HT +1 or +2 [10/level], HP +1 to +5 [2/level], Per +1 to +5 [5/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Absolute Direction [5], Acute Vision [2/level], Alcohol Tolerance [1], Ambidexterity [5], Animal Friend 1-4 [5/level], Born War Leader 1-4 [5/level], Combat Reflexes [15], Discriminatory Smell [15], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level], Fit [5] or

Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Lifting ST 1-3 [3/level], Luck [15], Magic Resistance [2/level], Night Vision 1-9 [1/level], Outdoorsman 1 or 2 [10 or 20], Penetrating Voice [1], Peripheral Vision [15], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Temperature Tolerance 1 or 2 [1 or 2], Weapon Bond [1], or Weapon Master (One Weapon) [20].

Disadvantages: -20 points chosen from among Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Callous [-5], Code of Honor (Pirate's or Stays Bought) [-5], (Soldier's) [-10], or (Chivalry) [-15], or Social Stigma (Criminal or Minority Group) [-5 or -10]. • Another -25 points chosen from among the previous traits or Appearance (Unattractive or Ugly) [-4 or -8], Compulsive Carousing [-5*], Easy to Read [-10], Greed [-15*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Language: Spoken (Native)/Written (None) [-3], Impulsiveness [-10*], Low TL 1 or 2 [-5 or -10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Phobia (Crowds) [-15*], Phobia (Machinery) [-5*], Sense of Duty (Adventuring companions or Nation) [-5 or -10], Stubbornness [-5], Wealth (Struggling) [-10], or Wounded [-5].



Primary Skills: Brawling (E) DX [1]-13 or Boxing (A) DX-1 [1]-12; Knife (E) DX [1]-13; and Sumo Wrestling or Wrestling, both (A) DX-1 [1]-12. • One of these three 16-point melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+3 [12]-16; or Flail (H) DX+2 [12]-15. • Shield (E) DX+2 [4]-15.
2. One of Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-17; or Two-Handed Flail (H) DX+3 [16]-16.
3. One of Axe/Mace, Broadsword, Polearm, Shortsword, or Spear, all (A) DX+2 [8]-15; or Flail (H) DX+1 [8]-14. • Either two more choices, each (A) DX+1 [4]-14 or (H) DX [4]-13, or one more such choice and Shield (E) DX+2 [4]-15.

Secondary Skills: Armoury (Body Armor or Melee Weapons) (A) IQ [2]-10. • One of Crossbow or Thrown Weapon (Axe/Mace or Spear), all (E) DX+1 [2]-14; Bow or Throwing, both (A) DX [2]-13; or Sling (H) DX-1 [2]-12.

Background Skills: Seven of Forced Entry (E) DX [1]-13; Climbing, Riding (Horse or Camel), or Stealth, all (A) DX-1 [1]-12; First Aid, Gesture, or Seamanship, all (E) IQ [1]-10; Animal Handling (any), Gambling, Heraldry, Leadership, Merchant, Streetwise, or Weather Sense, all (A) IQ-1 [1]-9; Tactics (H) IQ-2 [1]-8; Carousing (E) HT [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-9; Observation or Survival (any), both (A) Per-1 [1]-9; 1 point to raise one of these skills by a level; or 1 point to raise a primary unarmed skill or Knife by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

What kind of brute you are depends on your background – not all muscle is the same! There are many choices, including:

Bandit: If you explored dungeons and robbed monsters instead of lurking in the wilds and taking from caravans, you would be a delver. The transition makes sense: monsters often have more loot, which you can plunder with fewer legal consequences. Mix lighter melee choices (Broadsword, Shortsword, and Spear are good) with Bow or Thrown Weapon for missile support. Streetwise and Merchant are useful for disposing of loot; Gesture and Stealth, for pulling off ambushes. Social Stigma (Criminal) and a Survival skill are practically a given.

Barbarian: You're *foreign, tribal* muscle. Outdoorsman and Social Stigma (Minority Group) come with the territory. Wealth (Struggling), either of the two Phobias, and/or Low TL all fit. Berserk, Bloodlust, and Compulsive Carousing suit raider types. Read up on the barbarian (*Adventurers*, pp. 4-5) for further inspiration. You might even add Gigantism [0] and be SM +1. In that case, reduce the cost of ST 14 to 36 points and spend the 4 points you save on more advantages; as your armor will cost and weigh twice as much, extra HP are highly recommended!

Soldier: You learned to fight in some organized force, whether mercenary or state-sponsored. Weapon choices will define you as much as anything else; decide whether you're a swordsman (perhaps even a two-handed-sword-wielding Weapon Master), a halberdier (option 2 or 3, with Polearm), a spearman (Spear, and probably Shield), or something else. Crossbows and thrown weapons make great backup choices. Tactics is a must – you'll need *some* idea of how to fight in a group. Former sergeants or guardsmen might have Born War

Leader and Leadership (if they're any good), or just Intimidation (if not). Hiking is useful for long marches, but marines should pick Seamanship. Take Code of Honor to be a reliable soldier, Wounded for the old war vet, or Greed for a pure mercenary.

Street Thug: Not everyone learns to fight in the military. You got your "training" on the city's mean streets! Social Stigma (Criminal) and Greed fit the archetype. Carousing, Gambling, and Streetwise help you pass the time and navigate the underworld. Your weapons should generally be smaller and more concealable – e.g., pick Axe/Mace for a (literal) hatchet man or Shortsword for a sword-point thief – and you ought to consider raising your Knife and unarmed skills.

Monsters have more loot, which you can plunder with fewer legal consequences.

CUTPURSE

125 points

You have straightforward expertise in the less-than-straightforward arts of stealing, stalking, and shanking. You're no highfalutin ninja assassin or master thief, but you're comfortable sneaking around, doing deeds that "heroes" consider beneath them. Indeed, your work as a henchman is defined by this: Spellcasters – even self-righteous clerics – retain you to get hold of artifacts and grimoires that elude their powers, while clanking warriors see the tactical value in your gift for stealth. And not everybody fancies the attention that hiring a fancy Guild thief would bring.

Attributes: ST 10 [0]; DX 14 [80]; IQ 12 [40]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 10 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

Advantages: 25 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], Per +1 to +5 [5/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Ambidexterity [5], Catfall [10], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge 1 [15], Flexibility [5] or Double-Jointed [15], High Manual Dexterity 1-4 [5/level], Honest Face [1], Luck [15], Magic Resistance [2/level], Night Vision 1-9 [1/level], Perfect Balance [15], Peripheral Vision [15], Serendipity 1 [15], Signature Gear [Varies], or Striking ST 1-4 (Only on surprise attack, -60%) [2/level].

Disadvantages: -25 points chosen from among Code of Honor (Pirate's or Stays Bought) [-5], Compulsive Lying [-15*], Curious [-5*], Greed [-15*], Kleptomania [-15*], Laziness [-10], Social Stigma (Criminal) [-5], Trickster [-15*], Vow (Always complete the mission) [-10], or Wealth (Struggling or Poor) [-10 or -15]. • Another -25 points chosen from among the previous traits or Appearance (Unattractive, Ugly, or Hideous) [-4, -8, or -16], Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Spending [-5*], Cowardice [-10*], Lecherousness [-15*], Loner [-5*], One Eye [-15], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Skinny [-5].

Power-Ups for Henchmen

Dungeon Fantasy 3: The Next Level introduced *power-ups*: “high-level” capabilities available for earned points. *Dungeon Fantasy 11: Power-Ups* elaborated on this concept for the archetypes in *Dungeon Fantasy 1-10*, and *Dungeon Fantasy 14: Psi* continued the tradition for mentalists. Vital power-ups for any profession include “further abilities from my template” (see *Adding New Abilities* on pp. 42-43 of *The Next Level*), and this rule stands for the templates in *Henchmen*.

However, any munchkin worth his salt will expect the GM to permit henchmen – and PCs built using templates in *Henchmen* – to acquire “post-template” power-ups like those in *The Next Level* and *Power-Ups*. There’s just one problem: Those examples are reserved for adventurers created using the 250-point character templates in earlier *Dungeon Fantasy* supplements.

Here are several solutions for the GM to consider:

- *No power-ups*. Power-ups are reserved for 250-point professions intended for PCs. The templates in *Henchmen* describe lesser individuals, fated never to enjoy access to secrets that guilds, academies, gods, etc. reserve for luminous heroes. This holds even if 125-point lenses are added to create 250-point PCs – the right to spend earned points on abilities from a template *and* a lens “uses up” the adventurer’s power-ups allotment.

- *Obvious choice*. Each template gives access to the power-ups of the 250-point profession matched with it in *Niche Substitution* (p. 5). If there are several distinct options *on the template*, use the power-ups for the chosen subtype; e.g., the initiate template with the shaman option gives access to shaman power-ups. If multiple 250-point templates are associated with the 125-point one, the player

must select *one* of these; e.g., a brute may pick assassin, barbarian, knight, or unholy warrior power-ups to gain for the rest of his career.

- *Custom choice*. The GM can invent all-new power-ups, or pick and choose from power-ups for similar professions, to give each 125-point template a unique set. This requires access to *Power-Ups* – especially *Designing New Power-Ups* (*Power-Ups*, p. 9) and *New Faces, New Power-Ups* (*Power-Ups*, p. 37).

- *Modest freedom of choice*. The player selects the 250-point profession that best fits his henchman or PC’s *role*. As long as the GM approves, the delver uses that archetype’s power-ups list forever after. For instance, an initiate using the druid option might pursue scout power-ups instead of druid ones, since both druids and scouts are outdoorsy types. An archer couldn’t easily turn this around and acquire druid power-ups, which generally require Power Investiture that he lacks.

- *Total freedom of choice*. As above, except that the choice is unconstrained. With good GM judgment, this is no crazier than allowing one of the lenses under *As Custom Delves* (pp. 33-41) atop an incongruous template, since those lenses can add key capabilities from almost any 250-point template to any 125-point base character anyway.

Unless the GM rules otherwise, the “obvious choice” case applies – treat each character as belonging to the profession that *Niche Substitution* matches with his template, granting access to that role’s power-ups. Whatever the GM’s call, the decision on what set of power-ups a delver may shop from is made at character creation and fixed thereafter. Choose wisely! Avoid locking in power-ups with prerequisites you have no hope of acquiring.

Primary Skills: Climbing (A) DX [2]-14; Filch (A) DX [2]-14; Forced Entry (E) DX+1 [2]-15; Lockpicking (A) IQ [2]-12; Pickpocket (H) DX-1 [2]-13; Stealth (A) DX [2]-14; Traps (A) IQ [2]-12; and 2 points to raise one of these skills by a level.

Secondary Skills: Streetwise (A) IQ [2]-12. • *One* of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX-1 [1]-13. • *Eight* of Brawling, Crossbow, Fast-Draw (any), Garrote, Knife, Shield (Buckler), or Thrown Weapon (Knife or Shuriken), all (E) DX [1]-14; Bow, Cloak, Main-Gauche, Throwing, or Wrestling, all (A) DX-1 [1]-13; Acrobatics, Blowpipe, Escape, Sleight of Hand, or Sling, all (H) DX-2 [1]-12; Disguise, Fast-Talk, Holdout, Shadowing, or Smuggling, all (A) IQ-1 [1]-11; Counterfeiting, Forgery, or Poisons, all (H) IQ-2 [1]-10; Intimidation (A) Will-1 [1]-11; Lip Reading, Observation, or Search, all (A) Per-1 [1]-11; or 1 point to raise one of those skills or main sword skill by a level.

Background Skills: *Three* of First Aid, Gesture, Panhandling, or Seamanship, all (E) IQ [1]-12; Cartography, Connoisseur (any), Gambling, or Merchant, all (A) IQ-1 [1]-11; Carousing (E) HT [1]-10; Hiking (A) HT-1 [1]-9; Scrounging (E) Per [1]-12; Urban Survival (A) Per-1 [1]-11; or 1 point for another secondary skill.

* Multiplied for self-control number; see p. B120.

Customization Notes

The cutpurse can’t afford to be as broad-based as a full-fledged thief, so he’s advised to pick a specialty *and stick to it*. Delves seeking to employ such a person are welcome to specify their henchman’s area of expertise. Examples include:

Cat Burglar: This archetype emphasizes the Climbing skill, and is about clambering up to places that most people can’t reach. It cries out for Flexibility (+3 to Climbing) or even Double-Jointed (+5), or possibly Perfect Balance (+1) – and Catfall is a sensible investment. Beyond the baseline skill set, Acrobatics and Escape both fit the role and benefit from its likely advantages; Shadowing is good, as people rarely look *up*, giving them -2 in Contests against it; and Observation and ranged weapons skills benefit from high ground.

Housebreaker: The Forced Entry skill isn’t subtle, but it’s fast and effective. To get the most from it, raise ST. A housebreaker needs to be able to locate loot once he’s in, so better Per is worthwhile – as is a good Search skill. Other helpful capabilities are Observation for casing the joint, and Holdout and Smuggling for making off with valuables afterward. Even modest knowledge of Connoisseur and Merchant can help when selling the haul.

Lurker: A cutpurse often serves not so much to perpetrate theft as to spy, scout, and act as an extra pair of eyes – possibly as a sentry against *opposing* skulkers! This demands better-than-average Per, and advantages like Danger Sense, Night Vision, and Peripheral Vision. While Stealth is central here, Lip Reading, Observation, Scrounging, Search, and Shadowing all go with the territory.

Mugger: A cutpurse should avoid confrontation – he isn't a warrior. But a party full of wimpy scholars and wizards may hire one as a heavy and actually expect him to rob people. This necessitates more ST and HT to survive screw-ups, leaving little for advantages, although Striking ST might pay off. No one primary skill jumps out as ideal, but Stealth is good for surprise, at least. After that, there's Holdout for concealing weapons, Shadowing for stalking prey, Intimidation for threats, and combat skills for action.

Safecracker: Every party could use an extra Lockpicking expert. It may just be worth raising IQ and buying High Manual Dexterity for the purpose – although the extra tries Luck affords are nice. For the cutpurse who does raise IQ, diversifying into a small number of harder secondary skills, like Counterfeiting and Forgery, can sometimes pay off. One who goes for the nimble fingers will find Sleight of Hand worth a look.

Shoplifter: There's more to robbing merchants than just Filch, but it's a start. To do it right, add *lots* of Basic Move for the "running away" part. Honest Face is nice to have before and after the fact, but Luck and Serendipity are even better ("It was sitting right out in the open, with no guardsmen for blocks around!"). Other handy skills are Holdout for the spoils, Disguise not to look like the guilty party, Fast-Talk for "It must've fallen into my bag!" stories, Acrobatics to elude guards, and Wrestling to escape them.

Urchin: The classic thieving brat is a pro at Pickpocket, which benefits from High Manual Dexterity. Just about all the advantages and skills suggested for a shoplifter are useful here, too – especially improved Basic Move! Other good supporting skills are Knife for slicing purse strings, and Observation and Shadowing for dogging marks. It's a rare example who doesn't also have Panhandling, Scrounging, and Urban Survival.

Edmund: I like the cut of your jib, young fella me lad. What's your name?

Baldrick: My name is Baldrick, my lord.

Edmund: Then I shall call you Baldrick, Baldrick.

Baldrick: And I shall call you "my lord," my lord.

– *The Black Adder* #1

The Traps skill is the odd man out – none of these examples illustrate an expert at it. That's mostly because it doesn't forgive less-than-stellar levels. It's *possible* to make a high-IQ, Traps-focused type . . . but without a fully trained thief's

ability to afford that alongside the Luck and HT to survive errors, it's risky.

Beware, too, that the cutpurse is no fighter! With low ST and HT, and combat skills for light, low-damage weapons, he's dependent on his party's warriors for survival in battle. For a sneak who can hold his own more capably, see *Killer* (pp. 14-15).

Finally, there's no requirement for a cutpurse to be a complete villain. Yes, he *could* be contemptible scum with Bloodlust, Compulsive Lying, Laziness, and Lecherousness, stabbing backs and ravishing maidens when not living off his mother's charity and lying about where her possessions went. Then again, he could be an honorable rogue with Code of Honor, Sense of Duty, and Vow, motivated only by Curious and Overconfidence, with Skinny and low Wealth reflecting poverty he *hasn't* remedied through crime.

INITIATE

125 points

You believe in Higher Powers – deities, nature spirits, dead ancestors, whatever – whom you serve faithfully. However, you *also* serve a mortal master, perhaps by order of your temple or because a party of delvers make good bodyguards for someone spreading the word. Your job in the adventuring party is to provide spiritual backbone and sacred spellcasting ability.

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: 20 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], IQ +1 [20], HT +1 or +2 [10 or 20], Will +1 to +4 [5/level], Per +1 to +4 [5/level], FP +1 to +6 [3/level], Animal Friend 1-4 [5/level], Autotrance [1], Channeling [10], Charisma 1 or 2 [5 or 10], Clerical Investment [5], Empathy *or* Sensitive [15 or 5], Fearlessness [2/level] *or* Unfazeable [15], Green Thumb 1-4 [5/level], Healer 1 or 2 [10 or 20], Higher Purpose (Serve your people, protect the spirit realm, etc.) [5], Intuition [15], Languages (any) [2-6/language], Licensed Exorcist (*Summoners*, p. 5) [1], Luck [15], Medium [10], Mind Shield [4/level], Outdoorsman 1 or 2 [10 or 20], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7], Resistant to Poison (+3) [5], Signature Gear [Varies], Spirit Badge (*Summoners*, p. 5) [1], Spirit Empathy [10], or Spirit Weapon (*Summoners*, p. 5) [1]. • Optionally, spend some or all of these points on additional special abilities and spells (see below).

Disadvantages: Review special abilities and spells (below), then choose -30 points from among Bad Temper [-10*], Curious [-5*], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Overweight [-1], Fat [-3], or Skinny [-5], Sense of Duty† (Adventuring companions) [-5], Stubbornness [-5], Wealth (Struggling *or* Poor) [-10 or -15], Weirdness Magnet [-15], or traits from up to two of the following aspects (Power-Hungry and Virtuous rarely combine well):

Devout: Disciplines of Faith† (Ritualism *or* Mysticism) [-5 or -10], Fanaticism [-15], Intolerance† (Opposed religions *or* All other religions) [-5 or -10], No Sense of Humor [-10], Obsession (Spread the word) [-10*], or Sense of Duty† (Coreligionists) [-10].

Nature-Worshiper: Intolerance† (Urbanites) [-5], Phobia (Crowds) [-15*], Phobia (Fire) [-5*], Phobia (Machinery) [-5*], Sense of Duty† (Wild Nature) [-15], or Vow† (Vegetarianism or Never sleep indoors) [-5 or -10].

Power-Hungry: Bloodlust [-10*], Callous [-5], Greed [-15*], Jealousy [-10], Lecherousness [-15*], or Selfish [-5*].

Virtuous: Charitable [-15*], Compulsive Generosity [-5*], Honesty [-10*], Selfless [-5*], Truthfulness [-5*], or Vow† (Chastity) [-5].

Primary Skills: Four of Hidden Lore (Demons, Elementals, Faeries, Spirits, or Undead) or Occultism, both (A) IQ [2]-13; Naturalist, Pharmacy (Herbal), Poisons, Religious Ritual (any), or Theology (any), all (H) IQ-1 [2]-12; Herb Lore (VH) IQ-2 [2]-11; Exorcism or Meditation, both (H) Will-1 [2]-12; Esoteric Medicine (any) (H) Per-1 [2]-12; or 2 points to raise one of those skills by a level.

Secondary Skills: Five of First Aid, Gesture, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1]-13; Hidden Lore (any), Interrogation, Public Speaking, Research, Teaching, Weather Sense, or Writing, all (A) IQ-1 [1]-12; Diagnosis, Diplomacy, or Veterinary, all (H) IQ-2 [1]-11; Surgery (VH) IQ-3 [1]-10; Intimidation (A) Will-1 [1]-12; Detect Lies (H) Per-2 [1]-11; 1 point to raise one of those skills by a level; or 1 point for an additional primary skill at one level lower.

• One of Axe/Mace, Broadsword, Shortsword, Spear, or Staff, all (A) DX+2 [8]-13; or Flail (H) DX+1 [8]-12. • Either spend 4 points to improve the previous skill by a level, or select two of Brawling, Innate Attack (any), Knife, Shield, or Thrown Weapon (Spear or Stick), all (E) DX+1 [2]-12; Bolas, Bow, Lasso, Throwing, or Wrestling, all (A) DX [2]-11; Blowpipe, Net, or Sling, all (H) DX-1 [2]-10; or 2 points to raise one of those skills by a level.

Background Skills: Five of Knot-Tying (E) DX [1]-11; Climbing, Riding (any), or Stealth, all (A) DX-1 [1]-10; Camouflage (E) IQ [1]-13; Animal Handling (any), Cartography, Disguise (Animals), Navigation (Land), Teamster, or Traps, all (A) IQ-1 [1]-12; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]-11; Carousing (E) HT [1]-11; Hiking (A) HT-1 [1]-10; Fishing or Scrounging, both (E) Per [1]-13; or Observation, Search, or Survival (any), all (A) Per-1 [1]-12.

Special Abilities and Spells: Select one of the 25-point packages of traits below, adding any unused advantage points (above) to the discretionary advantages and spells. In all cases, each spell will be either (H) IQ [1]-13 or (VH) IQ-1 [1]-12 with the +2 for Power Investiture.

Druid: Power Investiture 2 (Druidic) [20]. • -10 points of unselected Nature-Worshiper disadvantages. • 15 points total in any combo of Power Investiture 3 (Druidic) [10], Druidic abilities, and druidic spells.

Evil Cleric: Power Investiture 2 (Unholy) [20]. • Social Stigma (Excommunicated)‡ [-10]. • 15 points total in any combo of Power Investiture 3 (Unholy) [10], Unholy abilities (*The Next Level*, p. 41), and evil clerical spells (*The Next Level*, p. 24).

Good Cleric: Power Investiture 2 [20]. • One of Honesty (12) [-10], Sense of Duty† (Coreligionists) [-10], Vow† (No edged weapons) [-10], or -10 points of unselected Virtuous advantages for an initiate who already has one of these traits. • 15 points total in any combo of Power Investiture 3 [10], Holy abilities, and clerical spells.

Shaman: Power Investiture 2 (Shamanic) [20]. • -10 points chosen from among Code of Honor (Shaman's) [-5], Disciplines

of Faith† (Ritualism or Mysticism) [-5 or -10], Sense of Duty† (Regular Spirit-Helpers or A large category of spirits) [-5 or -10], or Vow† (Vegetarianism or Always help a spirit of some specific type who asks for aid) [-5 or -10].

• 15 points total in any combo of Power Investiture 3 (Shamanic) [10]; Shamanic Allies, Contacts, or Patrons [Varies]; Shamanic abilities; and Shamanic spells (*Summoners*, pp. 17-19).

* Multiplied for self-control number; see p. B120.

† Choose Disciplines of Faith, Intolerance, Sense of Duty, or Vow only once each.

‡ Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

Customization Notes

Crucial choices concern special capabilities and personality aspects (disadvantages), which aren't always related! A priest of love who's "good" because love is nice and his magic is white might be a power-hungry pimp with Lecherousness and Greed. A cleric deemed "evil" because the dominant gods have ostracized his patron could be principled, with Honesty and Truthfulness (although this rarely describes evil clerics who lurk in dungeons). And being a nature-worshiper doesn't a druid make – plenty of goody two-shoes sects fight to save the bunnies, and countless dark cults fertilize the earth with sacrificial blood.

Similarly, an initiate's mundane advantages and skills should suit his *vocation* first. Examples include:

Crusader: Commonly chosen as a hireling, this initiate aims to change the world by force. Better ST, DX, or HT is likely; Fearlessness and Resistant are common. Skills encompass Hidden Lore for various classes of foes, plus Exorcism. He may eschew priestly ritual in favor of Detect Lies, Interrogation, and Knot-Tying for dealing with captives; Intimidation as a prelude to battle; Riding and Savoir-Faire, if a classic "Templar"; and possibly Poisons and Traps as adjuncts to weaponry.

Hermit: Whether a wilderness druid, a standoffish shaman, or a rural friar, the hermit lives in harmony with his surroundings. He's a candidate for Animal Friend and Green Thumb, and possibly a few spirit-related traits. His wisdom tends toward Animal Handling, Herb Lore, Mimicry, Naturalist, Pharmacy (Herbal), Survival, Veterinary, and Weather Sense.

Hospitaler: The other common hireling, the hospitaler's job is self-explanatory. Give him Healer and possibly Empathy, and pick such skills as Diagnosis, Esoteric Medicine, First Aid, Herb Lore, Pharmacy, Surgery, and Veterinary. Druids with Plant magic are as common as "good" clerics with Healing spells in this role.

Itinerant: The "wandering mendicant" might hook up with delvers to bum money or to travel safely. Languages and Resistant to Disease are likely, and Luck is traditional. Such figures tend to acquire Occultism and a surprising variety of Hidden Lore skills in their travels. Beyond that, Panhandling is crucial, while Cartography, Gesture, Hiking, and Navigation all suit someone who gets around.

Mystic: Weirdos who spend a lot of time lost in trances have some of Autotrance, Channeling, Medium, Mind Shield, and Spirit Empathy – and the GM may steal from special abilities and spells to add more such gifts. Skills reflect an obsession with faith (Meditation, Religious Ritual, Theology, etc.) and the cloistered life (e.g., Research and Writing).

Preacher: Every other initiate out there is spreading his faith or warning of judgment! This calls for Charisma and Clerical Investment, and often comes with Higher Purpose. Respectable levels of Religious Ritual and Theology are a must, as are social skills like Diplomacy, Intimidation, Public Speaking, Savoir-Faire, and Teaching.

When PCs seek henchmen, they may specify some or all of supernatural capabilities, general personality type, and broad skill set. Gamers with *Dungeon Fantasy 7: Clerics* might opt to use that work to coordinate these elements in consistent ways, and add in the abilities, skills, and spells suggested there for specialist priests.

KILLER

125 points

You're a discount assassin, a wannabe ninja, or an unusually subtle thug. While more physical than the cutpurse (pp. 10-12), you aren't straightforward muscle like the brute (pp. 9-10). Some adventurers prefer handing over filthy lucre to getting their hands dirty, and you exploit the opportunity! You might be the party's interrogator and operator of thumbscrews – or simply the guy who plunges knives into unprotected backs and otherwise settles unpleasant back-alley business.

Attributes: ST 11 [10]; DX 14 [80]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 11 [5]; FP 12 [0]; Basic Speed 6.00 [-10]; Basic Move 6 [0].

Advantages: 25 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], Will +1 to +5 [5/level], Per +1 to +5 [5/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Ambidexterity [5], Combat Reflexes [15], Daredevil [15], Enhanced Dodge 1 [15], Fit [5] or Very Fit [15], Gizmos 1-3 [5/level], Luck [15], Magic Resistance [2/level], Night Vision 1-9 [1/level], Perfect Balance [15], Peripheral Vision [15], Resistant to Poison (+3) [5], Serendipity 1 [15], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Striking ST 1-4 (Only on surprise attack, -60%) [2/level], Wealth (Comfortable or Wealthy) [10 or 20], or Weapon Bond (any) [1].

Disadvantages: -10 points chosen from among Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's or Stays Bought) [-5], or Social Stigma (Criminal or Minority Group) [-5 or -10].
 • Another -30 points chosen from among the previous traits or Bad Temper [-10*], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Greed [-15*], Lecherousness [-15*], Loner [-5*], No Sense of Humor [-10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Paranoia [-10],

Sadism [-15*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Vow (Always complete the mission) [-10].

Primary Skills: Fast-Draw (Knife) (E) DX [1]-14; Garrote (E) DX [1]-14; Knife (E) DX+2 [4]-16; and Stealth (A) DX+1 [4]-15. • One of Crossbow or Thrown Weapon (Knife or Shuriken), all (E) DX+2 [4]-16; Bow or Throwing, both (A) DX+1 [4]-15; or Blowpipe (H) DX [4]-14.

Secondary Skills: Brawling (E) DX [1]-14; Poisons (H) IQ-1 [2]-9; Streetwise (A) IQ [2]-10; Urban Survival (A) Per [2]-11; and Wrestling (A) DX [2]-14. • One of Axe/Mace, Broadsword, Jitte/Sai, Rapier, Saber, Shortsword, Smallsword, or Tonfa, all (A) DX+1 [4]-15; or Flail or Kusari, both (H) DX [4]-14.

Background Skills: 8 points spent on any previous skill, or on Forced Entry (E) DX; Climbing or Whip, both (A) DX; First Aid, Gesture, Panhandling, or Seamanship, all (E) IQ; Cartography, Disguise, Fast-Talk, Gambling, Holdout, Interrogation, Merchant, Professional Skill (Torturer), Shadowing, Smuggling, or Traps, all (A) IQ; Carousing (E) HT; Hiking (A) HT; Intimidation (A) Will; Scrounging (E) Per; or Observation or Search, both (A) Per.

* Multiplied for self-control number; see p. B120.

Customization Notes

While it's possible to pour advantage and skill points into combat abilities to create a high-DX warrior, a skirmisher (pp. 16-17) works better in that role. Killers fill *other* niches, some of the most iconic being:

Assassin: You sneak around and kill people for pay, just like a real assassin (*Ninja*, p. 9). Take Crossbow or Blowpipe for your ranged weapon, and use background points to increase some of Poisons, Stealth, and Urban Survival. Code of Honor (Stays Bought) helps you win contracts, while Bloodlust and Greed explain your job choice. Decide whether you're mainly a "sniper" (raise your missile-weapon skill) or a close-in man (improve Knife and Wrestling).

Ninja: You want to be a ninja when you grow up. Select Axe/Mace (for a kama), Jitte/Sai, Kusari, Shortsword, or Tonfa from among the secondary skills. Increase Will and pick up a few Gizmos, too. Finally, act inscrutable (a valid Odious Personal Habit) and wear black!

Street Thug: Like the brute (pp. 9-10), you come from the mean streets. But you learned to stick a knife into your problems from *behind*. Former street urchins should go for Scrounging and Search; ex-pirates and smugglers, for Smuggling and Seamanship; and mobbed-up knifemen, for Intimidation and Shadowing. All of these archetypes should think of improving Streetwise!

This was his life. This was what he had been born to do, till the day he made his lethal mistake. Cut, slash, stab, and walk away before anyone could respond.

– Glen Cook, *A Path to Coldness of Heart*

Torturer: Although you prefer “interrogator.” Pick Professional Skill (Torturer) and Interrogation, and become skilled at both. Loner, No Sense of Humor, and Sadism are especially common disadvantages, but they aren’t *required*. Any choice of weapons is fine – but Broadsword (to swing a hot poker) is especially appropriate. So is Whip!

SAGE

125 points

Delvers are perpetually questing after lost lore and items. Some parties have a wizard or, better, a scholar for guidance – but many an adventurer isn’t even *literate*. To these, you offer knowledge and scribal services at competitive rates. Unlike most bookworms, though, you’re willing to go into the field, provided that your patrons are tough enough to protect you. In this capacity, you’ve taken up mapmaking, and may well have a solid knowledge of artifacts.

Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 14 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: 45 points chosen from among ST +1 [10], DX +1 [20], IQ +1 or +2 [20/level], HT +1 or +2 [10/level], Will +1 to +6 [5/level], Per +1 to +6 [5/level], Absolute Direction [5], Acute Senses (any) [2/level], Book-Learned Wisdom (*Sages*, p. 8) [5/slot + 2/point in slot], Cultural Adaptability [10], Dungeon Artificer 1-4 (*Sages*, p. 4) [5/level], Eidetic Memory [5] or Photographic Memory [10], Equipment Bond (*Sages*, p. 4) [1/item], Fearlessness [2/level] or Unfazeable [15], Gizmos 1-3 [5/level], High Manual Dexterity 1-4 [5/level], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Serendipity 1-3 [15/level], Signature Gear [Varies], Speak With Animals [25], Versatile [5], Wealth (Comfortable or Wealthy) [10 or 20], or Wild Talent 1 (No Advantage Requirements, +50%) [30].

Disadvantages: -20 points chosen from among Absent-Mindedness [-15], Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Curious [-5*], Hard of Hearing [-10], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn one specific, *dangerous* thing) [-5*], Overconfidence [-5*], Truthfulness [-5*], or Xenophilia [-10*]. • Another -25 points chosen from among the previous traits or ST -1 or -2 [-10/level], DX -1 [-20], Per -1 to -4 [-5/level], Bad Temper [-10*], Clueless [-10], Greed [-15*], Impulsiveness [-10*], Jealousy [-10], No Sense of Humor [-10], Oblivious [-5], Odious Personal Habits [-5 to -15], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Stubbornness [-5].

Primary Skills: Cartography (A) IQ [2]-14; Research (A) IQ [2]-14; Speed-Reading (A) IQ [2]-14; Teaching (A) IQ [2]-14; and Writing (A) IQ [2]-14. • Six of Architecture, Connoisseur (any), Heraldry, Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Secret Writings, Spirits, or Undead), or Occultism, all (A) IQ [2]-14; Diagnosis, Engineer (Gadgets), Expert Skill (Natural Philosophy), Naturalist, Pharmacy (Herbal), Philosophy

(any), Physiology (any), Psychology (any), Theology (any), or Veterinary, all (H) IQ-1 [2]-13; Alchemy, Surgery, or Thaumatology, all (VH) IQ-2 [2]-12; or 2 points to raise any primary skill by one level.

Secondary Skills: Five of First Aid (E) IQ [1]-14; Armoury (Body Armor, Melee Weapons, or Missile Weapons), Hazardous Materials (Magical), Navigation (any), Public Speaking, or Prospecting, all (A) IQ-1 [1]-13; Diplomacy, Jeweler, or Poisons, all (H) IQ-2 [1]-12; 1 point to raise one of those skills by a level; or 1 point for an additional primary skill choice at one level lower. • One of Broadsword, Rapier, Saber, Shortsword, Smallsword, or Staff, all (A) DX+1 [4]-12. • Either spend 4 points to improve the previous skill to 13, or select two of Crossbow, Fast-Draw (Gadget), Knife, or Shield (Buckler), all (E) DX+1 [2]-12; Cloak, Lasso, Main-Gauche, Throwing, or Whip, all (A) DX [2]-11; Sling (H) DX-1 [2]-10; or 2 points to raise one of those skills by a level.

Background Skills: Five of Knot-Tying or Leatherworking, both (E) DX [1]-10; Climbing, Riding (any), or Stealth, all (A) DX-1 [1]-9; Savoir-Faire (High Society) (E) IQ [1]-14; Lockpicking, Merchant, Smith (any), or Traps, all (A) IQ-1 [1]-13; Hiking (A) HT-1 [1]-10; Meditation (H) Will-2 [1]-12; Scrounging (E) Per [1]-14; or Observation, Search, or Survival (any), all (A) Per-1 [1]-13.

* Multiplied for self-control number; see p. B120.



Customization Notes

Heroes seeking sage henchmen may specify a general field of expertise, which will determine advantages and skills. Some common choices:

Elder: This classic wise man is often found in barbarian hamlets and monasteries full of martial artists. Higher IQ, Eidetic Memory, and Intuition reflect long experience and informed insight. Customary knowledge includes enhanced Teaching, for educating the young; Diagnosis, First Aid, Pharmacy (Herbal), Surgery, and Veterinary, for aiding villagers and their beasts; and an abstract grasp of natural order in the form of Expert Skill (Natural Philosophy) and/or Naturalist.

Incidental skills are typically practical – Leatherworking, Scrounging, Smith, Survival, etc. However, he may possess a decent understanding of *social* order, reflected by Heraldry or Savoir-Faire, and prattle on about tradition, represented by Hidden Lore (Secret Writings) or Philosophy.

Engineer: The engineer is at home dealing with artifacts and edifices. While not quite an artificer (in the **Sages** sense), he's often sturdy (better ST and HT), with Dungeon Artificer for knowledge of gadgets; Equipment Bond, Gizmos, Signature Gear, or Wealth for superior tools; and High Manual Dexterity for detail work. He's likely to be educated in Architecture, several Connoisseur specialties for equipment, and Engineer. Additional areas of interest to delvers are multiple Armoury skills, Hazardous Materials, Jeweler, and Prospecting – along with a practical background in Knot-Tying, Lockpicking, Scrounging, Smith, and/or Traps.

Interpreter: Dungeons and foreign towns being full of unusual beings, delvers may hear “Now we eat you!” as “Let's do lunch!” An interpreter helps avoid these faux pas. Language Talent and several Languages are vital, along with Book-Learned Wisdom for memorizing *more* languages. The best interpreters add Cultural Adaptability or Speak With Animals. Written aptitude is necessary, too, meaning improved Research, Speed-Reading, and Writing. Many employers expect tutelage in obscure languages (Teaching). Other skills concern cultures and writings – various Philosophy and Theology specialties, and the Lost Civilizations, Magical Writings, and Secret Writings forms of Hidden Lore. Diplomacy, Public Speaking, and Savoir-Faire never hurt.

Mapmaker: Any party would benefit from someone to draw maps while they brandish weapons. A high-end mapmaker has Absolute Direction, Eidetic Memory to recall paths recently followed, and Intuition to guess the right way to go – and likely Book-Learned Wisdom for memorizing maps (**Sages**, p. 14). He'll boost Cartography and Writing, for drafting maps and gazetteers; Research, to locate existing works; and Speed-Reading, to pore over them. Navigation is an obvious choice, along with Architecture, Hidden Lore (Lost Civilizations), and Prospecting for use in underground complexes. A hands-on type will want Observation (for *tactical* mapping) and Search (for hidden passages), too.

Naturalist: High-priced naturalists don't study the *natural*, but the obscure; delvers hire them to know where to stab vicious creatures and how to treat poison. High HT, Will, and Fearlessness are valuable for resisting the sinister powers of monsters, and Luck might explain survival to this point. Essential skills are Hidden Lore, Physiology, and Psychology for nasty things – get a whole bunch as primary skills, *more* as secondary ones, and round them out with Hazardous Materials (Magical), Pharmacy (Herbal), or Poisons for scarier extracts and venoms. Naturalist skill per se isn't necessary. Background skills should be those that help a person survive in wild places, notably several kinds of Survival and possibly Traps.

Occultist: Delvers are consummate experts at *wielding* occult powers, but famously light on theory – and some parties are light on *brains*. The occultist is an all-around consultant on the magical, mystical, and weird. High IQ is a good start, with better Will for resisting curses encountered on the job. Wild Talent with No Advantage Requirements (**Sages**, p. 8) is wonderful, as it enables minor spellcasting! Expertise should encompass Alchemy, Occultism, Thaumatology, and Theology,

plus Hidden Lore specialties like Magic Items and Magical Writings. Consider doubling up points in three primary areas and using secondary options to buy more. Background knowledge varies, but Meditation fits the archetype.

The GM sets the sage's precise abilities. He likewise picks disadvantages, which tend to support learned archetypes like “absent-minded professor” (Absent-Mindedness, Bad Sight, Clueless, Hard of Hearing, etc.) and “knowledge-mad maniac” (unhealthy levels of Curious and Xenophilia, plus annoying forms of Intolerance and Obsession).

*Let a fool hold his
tongue and he will
pass for a sage.*

– Publilius Syrus

SKIRMISHER

125 points

You're a light, fast warrior – perhaps a low-ranking martial artist or a swashbuckler-in-training. You specialize in combat on the fringes, flanking the enemy and covering your allies' flanks. In a bigger battle (or for a huge party of delvers!), you might even run messages or keep lines of communication open. You depend on your speed and skill to survive . . . and to earn your share of the loot.

Attributes: ST 10 [0]; DX 14 [80]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: 35 points chosen from among ST +1 to +3 [10/level], DX +1 [20], HT +1 or +2 [10/level], HP +1 to +4 [2/level], Per +1 to +5 [5/level], Basic Speed +1.00 [20], Basic Move +1 to +3 [5/level], Alcohol Tolerance [1], Ambidexterity [5], Combat Reflexes [15], Daredevil [15], Enhanced Dodge 1 [15], Enhanced Parry 1 or 2 (Weapon of choice or Unarmed) [5/level], Extra Attack 1 [25], Fit [5] or Very Fit [15], Flexibility [5] or Double-Jointed [15], High Pain Threshold [10], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Perfect Balance [15], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Trained by a Master [30], Weapon Bond [1], or Weapon Master (Weapon of choice) [20].

Disadvantages: -20 points chosen from among Code of Honor (Pirate's, Gentleman's, or *Bushido*) [-5, -10, or -15], Disciplines of Faith (Chi rituals) [-10], Obsession (“Become the best swordsman in the world” or “Perfect my art at any cost”) [-10*], Vow (Never wear armor) [-15], or Vow (Use only weapon of choice or Always fight unarmed) [-10 or -15].

- Another -30 points chosen from among the previous traits or Chummy [-5] or Loner [-5*], Compulsive Carousing [-5*], Compulsive Vowing [-5*], Greed [-15*], Impulsiveness [-10*], Jealousy [-10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], Social Stigma (Minority Group) [-10], Wealth (Struggling, Poor, or Dead Broke) [-10, -15, or -25], or Wounded [-5].

Primary Skills: Acrobatics (H) DX-1 [2]-13 and Jumping (E) DX [1]-14. • One of Thrown Weapon (Dart, Knife, or Shuriken) (E) DX [1]-14; Throwing (A) DX-1 [1]-13; or Blowpipe or Sling, both (H) DX-2 [1]-12. • One of these six 18-point melee skills packages:

1. One of Broadsword, Rapier, Saber, Shortsword, or Smallsword, all (A) DX+2 [8]-16. • One of Shield (Buckler) (E) DX+2 [4]-16; or Cloak or Main-Gauche, both (A) DX+1 [4]-15. • Fast-Draw (Knife or Sword) (E) DX+1 [2]-15. • Either Brawling (E) DX+1 [2]-15 or Boxing (A) DX [2]-14. • Wrestling (A) DX [2]-14.
2. One sword skill from option 1 at DX+3 [12]-17. • One of Shield (Buckler) (E) DX+1 [2]-15; or Cloak or Main-Gauche, both (A) DX [2]-14. • Fast-Draw (Knife or Sword) (E) DX+1 [2]-15. • Brawling (E) DX [1]-14 or Boxing (A) DX-1 [1]-13. • Wrestling (A) DX-1 [1]-13.
3. One sword skill from option 1 at DX+4 [16]-18. • Two of Brawling or Fast-Draw (Knife or Sword), all (E) DX [1]-14; or Boxing or Wrestling, both (A) DX-1 [1]-13.
4. Judo and Karate, both (H) DX [4]-14. • Two of Axe/Mace, Jitte/Sai, Shortsword, Smallsword, Staff, or Tonfa, all (A) DX+1 [4]-15; or Flail or Kusari, both (H) DX [4]-14. • Raise Acrobatics by a level for 2 points.
5. Judo and Karate, both (H) DX [4]-14. • One of the weapon skills in option 4, which will be (A) DX+2 [8]-16 or (H) DX+1 [8]-15. • Raise Acrobatics by a level for 2 points.
6. Judo and Karate, both (H) DX+1 [8]-15. • Raise Acrobatics by a level for 2 points.

Secondary Skills: 3 points total in Climbing or Stealth, both (A) DX; Meditation (H) Will; or any unselected primary skill.

Background Skills: 5 points spent on any previous skill, or on Fast-Draw (any) (E) DX; First Aid, Gesture, Savoir-Faire (High Society), or Seamanship, all (E) IQ; Connoisseur (any), Fast-Talk, Gambling, Merchant, Streetwise, or Teaching, all (A) IQ; Tactics (H) IQ; Hiking or Running, both (A) HT; Intimidation (A) Will; Scrounging (E) Per; or Search or Observation, both (A) Per.

* Multiplied for self-control number; see p. B120.

Customization Notes

Skirmishers are so focused on a top-rate combat skill and traits to support it that they somewhat lack breadth. There's more than one way to be a skirmisher, though! Popular choices include:

Monk: Either you specialize in exotic weaponry or you eschew weapons entirely to depend on your fists! You probably don't want armor – the added encumbrance will hold back many of your combat skills. Instead, spend discretionary points on extra defensive capabilities. Most hireling-level monks are trained by lesser instructors, but a few have Trained by a Master. While expensive, this advantage opens up effective Rapid Strikes and multiple parries, making you a much more capable fighter.

Runner: Your job is to relay messages on the battlefield or in the dungeon – between the scout and the party, perhaps, or between elements of a split party. This depends on *speed*; raise Basic Speed and Basic Move, and don't forget Running. To avoid the drag of encumbrance, stick to light weapons and little or no armor.

Sword-and-Buckler Man: You're a light swordsman. Weapon Master (for your chosen blade) is a *must*. Advantages such as Combat Reflexes, Enhanced Parry, Luck, and Weapon Bond will greatly improve your odds of survival. Light armor is all you need, so spend points from quirks on cash in order to afford a high-quality sword.

SQUIRE

125 points

You're a knight-in-training, an apprentice holy warrior, or a mercenary soldier. Like the brute (pp. 9-10), delvers keep you around as a bodyguard or for close-in muscle; unlike the brute, you're (theoretically) civilized and honorable. You're also more accustomed to working as part of a unit or as a sidekick to a full knight. When it comes to weapons and armor, your equipment of choice is *heavy*. Outside the dungeon, you earn your keep as a soldier; inside, you either stand on the front line against monsters or fight from the back ranks with a halberd or other long weapon.

Attributes: ST 13 [30]; DX 13 [60]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

Advantages: Born War Leader 1 [5]. • Another 25 points chosen from among ST +1 or +2 [10/level], DX +1 [20], IQ +1 [20], HT +1 or +2 [10/level], HP +1 to +4 [2/level], Will +1 to +5 [5/level], Per +1 to +5 [5/level], Basic Speed +1.00 [20], Alcohol Tolerance [1], Born War Leader 2-4 [5/level], Combat Reflexes [15], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Higher Purpose (Slay Demons or Slay Undead) [5], Luck [15], Magic Resistance [2/level], Penetrating Voice [1], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Weapon Bond [1], or Weapon Master (One Weapon) [20].

Disadvantages: -20 points chosen from among Bad Temper [-10*], Bloodlust [-10*], Callous [-5], Code of Honor (Pirate's, Soldier's, or Chivalry) [-5, -10, or -15], Honesty [-10*], Obsession (Slay some specific type of monster) [-5*], One Eye [-15], Sense of Duty (Adventuring companions) [-5] or (Good entities or Nation) [-10], Vow (Never refuse a challenge to combat or Own no more than horse can carry) [-10], or Wounded [-5]. • Another -25 points chosen from among the previous traits or Bully [-10*], Charitable [-15*], Compulsive Carousing [-5*], Compulsive Generosity [-5*], Compulsive Vowing [-5*], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Easy to Read [-10], Fanaticism [-15], Greed [-15*], Intolerance ("Evil" religions or All other religions) [-5 or -10], Lecherousness [-15*], No Sense of Humor [-10], Overconfidence [-5*], Selfless [-5*], Stubbornness [-5], Truthfulness [-5*], or Vow (Chastity) [-5].

Primary Skills: Brawling (E) DX [1]-13 or Boxing (A) DX-1 [1]-12. • Fast Draw (any) (E) DX [1]-13. • Sumo Wrestling or Wrestling, both (A) DX [1]-13. • One of these three 16-point melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+3 [12]-16; or Flail (H) DX+2 [12]-15. • Shield (E) DX+2 [4]-15.
2. One of Polearm, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+4 [16]-17; or Two-Handed Flail (H) DX+3 [16]-16.
3. One of Axe/Mace, Broadsword, Lance, Polearm, Riding (Horse), Shortsword, or Spear, all (A) DX+2 [8]-15; or Flail (H) DX+1 [8]-14. • A second such skill, but this one (A) DX+1 [4]-14 or (H) DX [4]-13. • Either a third such skill, also (A) DX+1 [4]-14 or (H) DX [4]-13, or Shield (E) DX+2 [4]-15.

Secondary Skills: Armoury (Body Armor or Melee Weapons) and Connoisseur (Weapons), both (A) IQ [2]-10; Leadership (A) IQ [1]-10†; and Strategy and Tactics, both (H) IQ-1 [1]-9†. • One of Crossbow or Thrown Weapon (Axe/Mace or Spear), all (E) DX+1 [2]-14; Bow or Throwing, both (A) DX [2]-13; or Sling (H) DX-1 [2]-12.

Background Skills: Seven of Fast-Draw (any other), Forced Entry, or Knife, all (E) DX [1]-13; Climbing, Riding (any), or Stealth, all (A) DX-1 [1]-12; First Aid, Gesture, or Seamanship, all (E) IQ [1]-10; Animal Handling (any), Gambling, Heraldry, Hidden Lore (Demons or Undead), Interrogation, Merchant, or Streetwise, all (A) IQ-1 [1]-9; Physiology (monster type), Psychology (monster type), Religious Ritual, or Theology, all (H) IQ-2 [1]-8; Carousing (E) HT [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-9; Meditation (H) Will-2 [1]-8; Observation or Survival (any), both (A) Per-1 [1]-9; 1 point to improve any selected

1-point skill (primary, secondary, or background) by a level; or 1 point in any unchosen primary or secondary skill.

* Multiplied for self-control number; see p. B120.

† Includes +1 for Born War Leader (*Adventurers*, p. 14).

Customization Notes

There are many ways to customize a squire. Background and goals will heavily influence your choices. A few options:

Holy Squire: An apprentice holy warrior (*Adventurers*, pp. 7-8) should emphasize the nicer, more honorable disadvantages, like Charitable, Honesty, and Selfless, or go for the religious approach, with Disciplines of Faith, Fanaticism, Intolerance, and Sense of Duty (Good entities). Higher Purpose is valuable if you want to hunt demons or undead, while raising IQ will improve the many mental skills a hunter needs. Background skill choices should definitely include Meditation, Religious Ritual, and Theology.

Secular Squire: A genuine squire needs to be able to assist a full-fledged knight. Go for knightly weapons – lance, mace, shield, sword, etc. – and pick Riding as part of your weapons package, or at least as a background skill. Classic “knightly” disadvantages are appropriate, especially Code of Honor (Chivalry), Overconfidence, and Sense of Duty (Nation).

Sergeant: An experienced leader of guards (pp. 21-22) or other low-ranking troops should consider more Born War Leader and improved Leadership and Tactics. Advantages and disadvantages that suggest leadership and experience are useful; Combat Reflexes, Code of Honor, Sense of Duty, and Wounded are all worth a second look.

Whatever you choose, realize that heavy weapons, good armor, and possibly a horse are *expensive*. You’ll almost certainly need to use points from quirks for additional cash or Signature Gear to pay for it all!

BARGAIN HENCHMEN

Not every delver can afford top-of-the-line companions. Even heroes who are rolling in gold and points may see such help as overkill for tasks like carrying treasure, holding torches, and tasting potions. When all you *need* is another warm body, these low-end henchmen will do – probably.

Oh, credit where credit's due – I just named the price; it was Baldrick who actually beat him up.

– *Blackadder II*, #4

CULTIST

62 points

All hail Whatshisname! All hail Whatshisname!

You’ve always been fascinated with the supernatural, but you lack the gifts necessary to become a high priest or a master of

the arcane arts. The next-best thing is *serving* somebody like that – it beats the alternatives, like begging or (at best) farming. Your main job is to wear a cool robe, hold candles, chant, and support Master’s ceremonial spells, usually alongside several likeminded individuals.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 15 [9]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

Advantages: Knows the Words† (x3) [3]. • 20 points chosen from among ST +1 or +2 [10 or 20], IQ +1 [20], DX +1 [20], HT +1 or +2 [10 or 20], HP +1 to +3 [2/level], Will +1 to +4 [5/level], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Autotrance [1], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Hard to Kill [2/level], High Pain Threshold [10], Higher Purpose (Sacrifice yourself for Master)‡ [5], Knows the Words† [1/spell], Lifting ST 1-3 [3/level], Rapid Healing [5] or Very Rapid Healing [15], Resistant to Demonic Powers (+3) [3], Resistant to Disease (+3) [3], Resistant to Poison (+3) [5], Resistant to Spirit Powers (+3) [3], or True Faith§ [15].

Livery

Adventurers who have inflated egos and a crew of flunkies (*especially* bargain henchmen) may dress up their staff. The following garments have DR 0 and are worn entirely for show:

Item	Cost	Weight
Cap	\$6	0.1 lb.
Cape*	\$20	2 lbs.
Fez	\$18	0.3 lb.
Floppy Hat	\$18	0.3 lb.
Gloves	\$15	0.5 lb.
Hose	\$36	0.6 lb.
Robe*	\$72	1.2 lbs.
Sash*	\$12	0.2 lb.
Shirt	\$48	0.8 lb.
Surcoat*	\$35	0.5 lb.
Trousers	\$72	1.2 lbs.
Turban*	\$24	0.4 lb.
Vest	\$36	0.6 lb.

* Suitable for wear *over* armor, and light enough to give no DX penalty.

These minimum outlays purchase articles that are drab and vaguely similar; e.g., brown shirts and hose for all, but

the shades and fit vary. There's no upper limit on how much the heroes can spend, though! Rather than use the modifiers for armor and clothing in various *Dungeon Fantasy* volumes, delvers can simply declare how much they're spending per servant, starting at the minimum for the garments that constitute the uniform. When civilized folk (merchants, temple staff, elves, etc.) gaze upon the PCs' retinue, multiply this per-servant value by the number of flunkies present to find the reaction bonus: \$500 gives +1, \$1,250 gives +2, and \$5,000+ gives +3. This only applies if all the help is equally well-dressed (whence "uniform"), although 20 servants in flashy \$25 sashes are as good as five in \$100 surcoats – quantity has an ostentatious quality of its own.

"Heroes" who feel that they can never have enough arrow-catchers may have other reasons for giving out uniforms – ones involving vivid colors and tactically placed concentric circle patterns. Use the same rule, but now the bonus applies to the master's Intimidation rolls made to encourage enemies to attack someone else (*Dungeons*, p. 12). If this works, the foes go after the help instead. Adventurers who've paid enough to get a reaction bonus can claim this benefit at no extra cost, although they never *have* to do so; unholy and holy warriors in particular disagree on this matter.

Disadvantages: -20 points chosen from among Appearance (Unattractive, Ugly, or Hideous) [-4, -8, or -16], Chummy [-5] or Gregarious [-10], Clueless [-10], Delusions (Any belief that holds Master to be more capable than he is) [-5], Easy to Read [-10], Fanaticism (Serving Master) [-15], Gullibility [-10*], Hunchback [-10], Impulsiveness [-10*], No Sense of Humor [-10], Oblivious [-5], Obsession (Supporting Master's Obsession of equivalent severity) [-5* or -10*], Overconfidence [-5*], Selfless [-5*], Sense of Duty (Master) [-2], Skinny [-5], Wealth (Struggling or Poor) [-10 or -15], or any of the following problems that Master possesses, in exactly the form given on his character sheet: Bloodlust, Callous, Charitable, Code of Honor, Compulsive Behavior, Disciplines of Faith, Fanaticism, Honesty, Intolerance, Lecherousness, Paranoia, Pyromania, Sense of Duty, Social Stigma (Excommunicated), Truthfulness, or Vow.

Primary Skills: Pick the 12-point package that best matches Master's profession:

Demonologist's Pawn: Hidden Lore (Demons) and Occultism, both (A) IQ+1 [4]-11. • One of Psychology (Demons) (H) IQ [4]-10; Thaumatology (VH) IQ-1 [4]-9; Exorcism (H) Will [4]-10; or 4 points to raise either required skill by a level.

Druid's Devotee: Naturalist and Religious Ritual (Druidic), both (H) IQ [4]-10. • One of Hidden Lore (Faeries or Nature Spirits) (A) IQ+1 [4]-11; Pharmacy (Herbal) or Theology (Druidic), both (H) IQ [4]-10; or 4 points to raise either required skill by a level.

Elementalist's Servant: Hidden Lore (Elementals) and Occultism, both (A) IQ+1 [4]-11. • One of Hazardous Materials (Magical) (A) IQ+1 [4]-11; Psychology (Elementals) (H) IQ [4]-10; Alchemy or Thaumatology, both (VH) IQ-1 [4]-9; or 4 points to raise either required skill by a level.

Evil Cleric's Minion: Occultism (A) IQ+1 [4]-11 and Religious Ritual (H) IQ [4]-10. • One of Poisons or Theology, both (H) IQ [4]-10; Intimidation (A) Will+1 [4]-11; or 4 points to raise either required skill by a level.

Good Cleric's Disciple: Religious Ritual (H) IQ [4]-10 and Meditation (H) Will [4]-10. • One of First Aid (E) IQ+2 [4]-12; Theology (H) IQ [4]-10; Exorcism (H) Will [4]-10; or 4 points to raise either required skill by a level.

Necromancer's Accomplice: Hidden Lore (Undead) and Occultism, both (A) IQ+1 [4]-11. • One of Expert Skill (Thanatology) (H) IQ [4]-10; Thaumatology (VH) IQ-1 [4]-9; Exorcism (H) Will [4]-10; or 4 points to raise either required skill by a level.

Shaman's Supporter: Naturalist (H) IQ [4]-10 and Meditation (H) Will [4]-10. • One of Hidden Lore (Spirits) (A) IQ+1 [4]-11; Pharmacy (Herbal) (H) IQ [4]-10; Exorcism (H) Will [4]-10; or 4 points to raise either required skill by a level.

Wizard's Assistant: Occultism (A) IQ+1 [4]-11 and Thaumatology (VH) IQ-1 [4]-9. • One of Hazardous Materials (Magical) or Hidden Lore (Magic Items or Magical Writings), both (A) IQ+1 [4]-11; Alchemy (VH) IQ-1 [4]-9; or 4 points to raise either required skill by a level.

Secondary Skills: Four of Dancing or Stealth, both DX (A) [2]-10; Panhandling (E) IQ+1 [2]-11; Fast-Talk, Propaganda, Public Speaking, Research, Speed-Reading, Teaching, Weather Sense, or Writing, all (A) IQ [2]-10; Diagnosis, Diplomacy, Musical Instrument (any), or Philosophy (any), all (H) IQ-1 [2]-9; Singing (E) HT+1 [2]-13; Lifting (A) HT [2]-12; Scrounging (E) Per+1 [2]-11; 2 points to raise one of those skills by a level; or 2 points to buy an unselected primary skill from *any* package at one level lower.

Ceremonial Magic

Spellcasters served by apprentices (pp. 6-8), initiates (pp. 12-14), or cultists (pp. 18-21), or whose fellow delvers boast suitable knowhow, can cast powerful spells with their associates' aid. This *ceremonial magic* requires the lead caster to know the spell at skill 15+ and all assistants to be *willing*. His henchmen are always willing. Other PCs are willing if their players say so – and if they are, then so are their henchmen.

Casting time becomes *10 times* the spell's full listed casting time, *never* modified for high skill. A group aids concentration, though. If the lead caster is distracted during this time, he rolls vs. Will (not Will-3) to avoid distraction.

Energy cost is the spell's full normal cost. Again, high skill has *no effect*. However, the assistants can supplement the lead caster's energy input:

Caster of same type (shaman for a shaman, wizard for a wizard, etc.) who knows the spell at level 15+: As much energy as he wishes!

Caster of same type who knows the spell at level 14 or lower: 1-3 points.

Someone who knows the spell at level 15+ but isn't the same kind of caster (e.g., a cleric helping a druid cast Earthquake, or a scholar assisting any spell): 1-3 points.

Cultist who supports the casting and has the Knows the Words perk for that spell: 1-2 points, to a maximum of 100 points from all cultists.

Unskilled spectator who supports the casting: 1 point, to a maximum of 100 points from all spectators.

Spectator who opposes the casting (clerics and their followers always count as opposed to castings by clerics of rival gods): -5 points, to a minimum of -100 points from all spectators.

Sum the energy from all sources to find the total available. If this exceeds the spell's casting cost, it gives a skill bonus: +1 for 20% extra, +2 for 40%, +3 for 60%, +4 for 100%, and another +1 per additional 100% of the required energy.

At the end of the ritual, the lead caster rolls to cast the spell. Both standard spellcasting modifiers and any bonus for extra energy affect his skill. Ceremonial magic is hard to coordinate; regardless of effective skill, a roll of 16 is always a failure, and 17-18 is always a critical failure. All contributed energy is spent when the dice are rolled, whatever the outcome.

If the spell works, the participants can continue to provide energy to maintain it. The group's composition may change, provided that the ritual continues uninterrupted. Thus, ceremonial magic makes it possible to maintain a spell indefinitely.

- One of Axe/Mace, Broadsword, Shortsword, Spear, or Staff, all (A) DX+2 [8]-12.
- Two of Brawling, Crossbow, Fast-Draw (Knife or Sword), Knife, Shield, Shield (Buckler), or Thrown Weapon (any), all (E) DX+2 [4]-12; Bolas, Bow, Lasso, Spear Thrower, Throwing, or Wrestling, all (A) DX+1 [4]-11; Blowpipe, Net, or Sling, all (H) DX [4]-10; or 4 points to raise any combat skill by a level.

Background Skills: Four of Climbing (A) DX-1 [1]-9; Camouflage or Gesture, both (E) IQ [1]-10; Animal Handling (any), Disguise (Animals), Navigation (Land), Packing, Streetwise, or Teamster, all (A) IQ-1 [1]-9; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]-8; Carousing (E) HT [1]-12; Hiking

(A) HT-1 [1]-11; Fishing (E) Per [1]-10; or Observation, Search, Survival (any), or Urban Survival, all (A) Per-1 [1]-9.

* Multiplied for self-control number; see p. B120.

† *Knows the Words:* This perk lets you offer more assistance with ceremonial magic (above). You must specialize in one specific spell: "Druidic Create Elemental," "Wizardly Scrywall," etc. When participating in a ceremonial working of that spell, you may donate 2 FP instead of the 1 FP of an unskilled spectator.

‡ Gives +1 to any *risky* roll made to keep your patron alive: HT rolls vs. poison when tasting his food, sacrificial Dodge rolls to jump between him and an attack (p. B375), reaction rolls made by executioners when you offer your neck in lieu of his . . .

§ Only for followers of clerics. The Turning enhancement (*Adventurers*, p. 22) is off-limits.

Customization Notes

Only spellcasters may have cultist henchmen. Such servants automatically come with the primary skill package that matches their boss' profession. The player may specify any options there: "I want my servant to have better Occultism," "My disciple should know First Aid," etc.

Likewise, a cultist's employer gets to specify the three spells covered by mandatory Knows the Words perks. These should be spells that he can cast. However, if the GM gives the henchman additional instances, the PC may find that his follower can assist with spells that *he* doesn't know!

The GM chooses the henchman's remaining traits. That said, there are some strong follower archetypes, and the GM might allow the player to pick one of these:

Fanatical Maniac: Common for darker kinds of spellcasters, this lunatic will kill and die for the cause. Classic advantages are high Will, Fearlessness (or even Unfazeable!), Hard to Kill, High Pain Threshold, and Higher Purpose. Disadvantages inevitably include Fanaticism – or Delusions and Obsessions that amount to the same thing. Skills vary, but improved Stealth and a single high combat skill (level 14 is attainable) are a given.

Hulking Igor: Strong, sturdy followers are preferable for grave-digging, holding down sacrificial victims, and lugging around magical components.

Some combination of better ST and Lifting ST defines the role. Disadvantages run to unpleasant Appearance, Hunchback, and a strong Sense of Duty. Good additional skills are Animal Handling, Lifting, Packing, Scrounging, Stealth, and Teamster. Axe/Mace (for hacking up bodies) and Wrestling (for restraining victims) are common.

Innocent Youth: Some masters prefer pretty, easily swayed youngsters, out of lechery or because it makes *them* look good. Positive Appearance is vital, with Fit and/or better HT for that healthy glow. Disadvantages shouldn't be antisocial or grotesque; the likes of Chummy, Easy to Read, Gullibility, Impulsiveness, and Oblivious work best. As for skills, Carousing, Dancing, Musical Instrument, and Singing should be on the list.

Savvy Associate: Confident spellcasters see value in a follower who has some degree of self-sufficiency. Better IQ is costly but works best – although an alternative is lots of Knows the Words perks and several kinds of Resistant. Mental issues tend to mirror Master's not out of puppy-dog loyalty, but because likeminded associates work best. Secondary skills may consist entirely of Research and additional bits of knowledge cherry-picked from other professions. Background skills are often Per-based.

GUARD

62 points

You're a warrior, but not at the level of the archer (pp. 8-9), brute (pp. 9-10), skirmisher (pp. 16-17), or squire (pp. 17-18). Perhaps you're a spear-carrier, a shield-bearer, or a light missile trooper, but regardless of your *training*, your *job* is often guarding the horses and camp outside the dungeon. While you may bulk out the ranks of an adventuring party, you're neither skilled nor strong enough to stand on the front line or serve as a dedicated archer – although you might pull your weight on the flanks, or use long weapons from behind a wall of front-line fighters.

Attributes: ST 12 [20]; DX 11 [20]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: 10 points chosen from among ST +1 [10], HT +1 [10], HP +1 to +3 [2/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Basic Move +1 or +2 [5/level], Alcohol Tolerance [1], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Magic Resistance [2/level], Night Vision 1-9 [1/level], Rapid

Healing [5], Sacrificial Block† [1], Sacrificial Parry† [1], Shield-Wall Training [1], Striking ST 1 or 2 [5/level], or Weapon Bond [1].

Disadvantages: -10 points chosen from among Bad Temper [-10*], Berserk [-10*], Bully [-10*], Callous [-5], Code of Honor (Pirate's or Stays Bought) [-5] or (Soldier's) [-10], Honesty [-10*], or Sense of Duty (Adventuring companions) [-5]. ● Another -20 points chosen from among the previous traits or IQ -1 [-20], Appearance (Unattractive or Ugly) [-4 or -8], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Easy to Read [-10], Greed [-15*], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Language: Spoken (Native)/Written (None) [-3], Low TL 1 or 2 [-5 or -10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Social Stigma (Minority Group) [-10], Stubbornness [-5], Wealth (Struggling) [-10], or Wounded [-5].

Primary Skills: Brawling (E) DX [1]-11 or Boxing (A) DX-1 [1]-10. ● Knife (E) DX [1]-11. ● Sumo Wrestling or Wrestling, both (A) DX-1 [1]-10. ● One of these four 10-point melee skills packages:

1. One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-13; or Flail (H) DX+1 [8]-12. ● Shield (E) DX+1 [2]-12.
2. One of Polearm, Spear, Staff, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX+2 [8]-13; or Two-Handed Flail (H) DX+1 [8]-12. ● One of Axe/Mace, Broadsword, or Shortsword, all (A) DX [2]-11; or Flail (H) DX-1 [2]-10.
3. Two of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX+1 [4]-12; or Flail (H) DX [4]-11. ● Shield (E) DX+1 [2]-12.
4. One of Crossbow or Thrown Weapon (Axe or Spear), all (E) DX+3 [8]-14; Bow or Throwing, both (A) DX+2 [8]-13; or Sling (H) DX+1 [8]-12. ● One of Axe/Mace, Broadsword, Shortsword, or Spear, all (A) DX [2]-11.

Perks for Guards

Guards (above) who are on the ball will be taking swords, arrows, and dragon-fire blasts for their masters. Several perks define the “right” way to do this. At the GM's option, *any* henchman – from 62-point fodder to a 125-point worthy – may buy these with points from quirks. Loyal Allies (regardless of their template) and guards (hirelings or Allies) are exempt from the “one combat perk per 20 points in combat skills” rule on p. 11 of *Dungeon Fantasy 11: Power-Ups*. This leave in no way extends to PCs or non-guard hirelings, who are subject to the usual limit.

Sacrificial Block

You're trained at blocking attacks on people *behind* you. You can try a block defense against any attack that permits a block, comes from in front of you, and is intended for an associate behind you. This normally means a strike from a ranged weapon or a melee weapon with Reach 2+ that crosses your hex on the battle map on its way to your companion. If you haven't retreated this turn, you may expend your retreat to step into a spot where this condition is met. Your shield DB aids your roll but your friend's doesn't

(although he may attempt his own defense if yours fails) – and you *don't* get +1 for retreating if you step! In all cases, this “uses up” your block. You must specialize in Cloak, Shield, or Shield (Buckler).

Sacrificial Parry

You're adept at protecting less-capable or exposed individuals. You can attempt a parry defense on behalf of someone 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 try to block an attack on an associate standing *beside* you. As a side benefit, you may also ignore the -2 to attack when holding a large shield (p. B547).

Secondary Skills: Armoury (Body Armor, Melee Weapons, or Missile Weapons) (A) IQ-1 [1]-9.

Background Skills: Three of Forced Entry (E) DX [1]-11; Climbing or Stealth, both (A) DX-1 [1]-10; Gesture or Seamanship, both (E) IQ [1]-10; Armoury (any), Gambling, Streetwise, Teamster, or Weather Sense, all (A) IQ-1 [1]-9; Tactics (H) IQ-2 [1]-8; Carousing (E) HT [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-9; Observation or Survival (any), both (A) Per-1 [1]-9; or 1 point to raise any 1-point skill (primary, secondary, or background) by a level.

* Multiplied for self-control number; see p. B120.

† Must specialize by weapon skill; see *Perks for Guards* (p. 21).

Customization Notes

Much variety is possible! Mixing advantages, disadvantages, and weapon skills can yield very different warriors:

City Guard: Streetwise is valuable when patrolling the mean streets, and Honesty or a Code of Honor can help you keep your job. Greed suits a *corrupt* guard, and may explain why you left the city for the dungeon!

Missileer: Take option 4, for a missile weapon and a backup. You'll need Aim to hit your target at any distance – lucky for you, most dungeon fights are at short range! Night Vision and improved Per are good choices to ensure that bad lighting, strange mists, etc. don't impede your attacks.

Savage Warrior: Typically, this means a tribesman from the Frozen North or Steamy South. Classic disadvantages are Low TL, Social Stigma (Minority Group), and Wealth (Struggling). Weapon choices tend toward axes (one- or two-handed), bows, spears, and slings.

Shield-Bearer: You carry a shield to protect your employer – usually a spellcaster or a bow-loving scout. Get Sacrificial Block (Shield) and Shield-Wall Training, and carry the largest shield possible. A one-handed weapon is a must.

Spear-Carrier: You specialize in long weapons. For a genuine *spear-carrier*, choose option 1 and use a good-sized shield (e.g., a large shield) with Shield-Wall Training. A halberdier wants option 2, probably with extra ST or Striking ST for a heavy polearm. Either way, Sumo Wrestling helps shove away opponents who get too close!

LABORER

62 points

Adventurers need fetch-and-carry staff to tote bales and lug heavy stuff. That's you in a nutshell. You would lose a contest of wits with a box of hammers, but you could easily *carry* the box. You're by turns a porter, a treasure-chest-carrier, and a litter- or stretcher-bearer. While your strength is your greatest asset, you can also do odd jobs: hammering dents out of armor, digging (and filling) holes, fetching water, minding the horses, or the

inevitable "other duties as assigned" . . . provided those duties involve muscle! It takes a special sort of laborer to pull duty in a dungeon, but such work commands a special sort of pay.

Attributes: ST 13 [30]; DX 10 [0]; IQ 9 [-20]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 45 lbs.; HP 13 [0]; Will 9 [0]; Per 9 [0]; FP 12 [0]; Basic Speed 6.00 [10]; Basic Move 6 [0].

Advantages: Fit [5] and Lifting ST 2 [6]. • Another 10 points chosen from among ST +1 [10], HT +1 [10], HP +1 to +3 [2/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Basic Move +1 or +2 [5/level], Alcohol Tolerance [1], Fearlessness [2/level], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Lifting ST 3-5 [3/level], Magic Resistance [2/level], Night Vision 1-9 [1/level], Rapid Healing [5], Temperature Tolerance 1 or 2 [1 or 2], or upgrade Fit to Very Fit [15] for 10 points.

Disadvantages: -10 points chosen from among Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Bully [-10*], Callous [-5], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Cowardice [-10*], Easy to Read [-10], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Language: Spoken (Native)/Written (None) [-3], Low TL 1 or 2 [-5 or -10], Odious Personal Habits [-5 or -10], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], Social Stigma (Criminal or Minority Group) [-5 or -10], Stubbornness [-5], or Wealth (Struggling) [-10].

Primary Skills: Brawling (E) DX [1]-10; Lifting (A) HT [2]-12; and Wrestling (A) DX [2]-10.

Secondary Skills: Animal Handling (Equines) (A) IQ [2]-9 and Packing (A) IQ-1 [1]-8.

Background Skills: Three of Forced Entry or Knife, both (E) DX [1]-10; Axe/Mace, Climbing, Spear, or Stealth, all (A) DX-1 [1]-9; Gesture or Seamanship, both (E) IQ [1]-9; Armoury (Body Armor or Melee Weapons), Gambling, Streetwise, Teamster, or Weather Sense, all (A) IQ-1 [1]-8; Carousing (E) HT [1]-12; Hiking (A) HT-1 [1]-11; Intimidation (A) Will-1 [1]-8; Observation or Survival (any), both (A) Per-1 [1]-8; or 1 point to raise any 1-point skill (primary, secondary, or background) by a level.

* Multiplied for self-control number; see p. B120.

Customization Notes

A variety of laborers get hired for dungeon work. Any would benefit from Will or Fearlessness to avoid fleeing from scary threats – and you can never have too much Lifting ST. Some specific archetypes:

Dockworker: You work the waterfront, loading and unloading ships and not asking too many questions. Take Streetwise (to remember that second part) and Axe/Mace (to swing a crowbar in a fight). If you got your job through mob connections, take Social Stigma (Criminal). You may have been a sailor, too; if so, add Seamanship.

It is with valets as with wives, they must be placed at once upon the footing in which you wish them to remain.

– Alexandre Dumas, *The Three Musketeers*

Professional Porter: You work the city streets for a living, carrying heavy things in places where animals can't – stairs, narrow alleyways, and the occasional subterranean passage. Knife is a good backup weapon skill in these tight spots.

Savage Pack-Bearer: You're the kind of savage recruited on jungle adventures to carry baggage for future sacrifices to the Volcano God – err, for intrepid delvers! Go with Social Stigma (Minority Group), Easy to Read, or Low TL, and take Spear, Survival (Jungle), and possibly Weather Sense. Similar versions exist in other climates.

SERVANT

62 points

In the frozen land of Nador they were forced to eat Robin's minstrels. And there was much rejoicing.

– *Monty Python and the Holy Grail*

You're a professional servant to an adventurer. What *kind* of servant varies widely; a delver might desire a weapon caddy, a personal valet, or even his own personal minstrel to soothe him to sleep at night! And heroes are notorious for being wonderful monster-slayers, yet dreadful cooks and terrible camp keepers who wear filthy laundry. Your job is to be well-dressed, mannerly, and available – to carry the spare sword, keep the lantern filled, hold the mirror while your master shaves, and so on. Above all else, you must be versatile.

Attributes: ST 10 [0]; DX 11 [20]; IQ 11 [20]; HT 10 [0].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 10 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

Advantages: 25 points chosen from among ST +1 or +2 [10/level], IQ +1 [20], DX +1 [20], HT +1 or +2 [10/level], HP +1 to +3 [2/level], Will +1 to +4 [5/level], Per +1 to +4 [5/level], Absolute Timing [2], Appearance (Attractive, Handsome, or Very Handsome) [4, 12, or 16], Common Sense [10], Cultural Adaptability [10], Discriminatory Taste [10], Eidetic Memory [5], Enhanced Dodge 1 [15], Fashion Sense [5], Fearlessness [2/level] or Unfazeable [15], Fit [5] or Very Fit [15], Hard to Kill [2/level], High Manual Dexterity 1-4 [5/level], High Pain Threshold [10], Honest Face [1], Musical Ability 1-4 [5/level], Less Sleep 1-4 [2/level], Lifting ST 1-3 [3/level], Luck [15], Rapid Healing [5] or Very Rapid Healing [15], Recipes (p. 24) [1/class], Resistant to Disease (+3) [3], Resistant to Poison (+3) [5], Serendipity 1 [15], Smooth Operator 1 [15], Social Chameleon [5], or Voice [10].

Disadvantages: -25 points chosen from among Appearance (Unattractive or Ugly) [-4 or -8], Charitable [-15*], Chummy [-5] or Gregarious [-10], Clueless [-10], Code of Honor (Professional) [-5], Easy to Read [-10], Gluttony [-5*], Gullibility

When Bargains Pay Off

As delvers advance, so should their Allies; see *Advancement* (p. 29). Thus, as 250-point PCs hack n' slash their way to 300, 400, or more (oh, *many* more!) points – or as 125-point heroes rack up 150 points, 200 points, and so on – the players will expect even 62-point henchmen to improve. But what “power-ups” suit 75- or 100-point flunkies?

Power-Ups for Henchmen (p. 11) applies, of course. “Further abilities from the template” is the safest, easiest option – but it's also *boring*. Adventurers who slay dragons before breakfast and then lunch with demigods inevitably have amazing abilities and gear. Such Baron Munchkinhausens need remarkable retainers, too! Some suggestions:

Cultist: FP [3/level] may go to $1.5 \times \text{HT}$, to power Master's spells, and there's no limit on Knows the Words perks [1/spell]. Get Higher Purpose 2-3 (Sacrifice yourself for Master) [5/level] for up to +3 to selfless sacrifices. A level of Master's variety of spellcasting aptitude (Deathliness, Demonic Attunement, Elemental Influence, Magery, or Power Investiture) – along with some spells – is logical. Perhaps even Extra Life [25/level], if a Higher Power favors Master enough to resurrect his faithful servitor.

Guard: HP [2/level] may go to $1.5 \times \text{ST}$, for stopping arrows. Sacrificial Block and Sacrificial Parry could enable Enhanced Block 1-3 [5/level] and Enhanced Parry 1-3 [5/level], respectively – either one sharing a specialty with the perk that justifies it. The GM might further allow Enhanced Dodge 1-3 (Sacrificial) [5/level], which aids only sacrificial dodge and drop (p. B377).

Laborer: ST up to 20 [10/level] and Lifting ST [3/level] equal to ST. A maxed-out ST 20 laborer could have ST 40 for lifting, and serve as a two-legged pack elephant!

Servant: Enhanced Move 0.5 or 1 (Ground) [10 or 20], multiplying Move by 1.5 or 2, respectively – useful when delivering messages or fetching ale. Silence 1 or 2 [5 or 10] is wonderful for being seen but not heard.

Torch-Bearer: Up to Basic Move +6 [5/level], for swift battlefield deployment and/or “kiting” monsters with a torch; Asbestos Hands 3-6 [1/level]; and perhaps even full DR 1-2 (Limited, Heat/Fire, -40%) [3/level].

This applies only to *Allies* who adventure alongside PCs. The heroes' ascension doesn't magically elevate the point value of would-be *hirelings* back in town! A godly delver is unlikely to need hirelings, but if he does, they'll still be 62-point weaklings.

[-10*], Hidebound [-5], Hunchback [-10], Incurious [-5*], Kleptomania [-15*], Miserliness [-10*], No Sense of Humor [-10], Overconfidence [-5*], Pacifism (Reluctant Killer) [-5], Selfless [-5*], Sense of Duty (Master) [-2], Social Stigma (Minority Group) [-10], Truthfulness [-5*], or Wealth (Struggling or Poor) [-10 or -15].

Primary Skills: Pick the 16-point package that best matches your specialty:

Cook: Cooking (A) IQ+2 [8]-13; Housekeeping (E) IQ [1]-11; Professional Skill (Bartender) (A) IQ [2]-11; Scrounging (E) Per [1]-11; and Survival (any) (A) Per+1 [4]-12.

Jester/Minstrel: Musical Instrument (any) (H) IQ [4]-11. • Six of Dancing or Fire Eating, both (A) DX [2]-11; Sleight of Hand (H) DX-1 [2]-10; Savoir-Faire (High Society) (E) IQ+1 [2]-12; Performance or Poetry, both (A) IQ [2]-11; Musical Composition or Musical Instrument (any other), both (H) IQ-1 [2]-10; Singing (E) HT+1 [2]-11; or 2 points to raise one of those skills by a level.

Manservant: Animal Handling (Equines) (A) IQ+1 [4]-12; Heraldry (A) IQ [2]-11; Housekeeping (E) IQ+1 [2]-12; Public Speaking (A) IQ [2]-11; Savoir-Faire (High Society) (E) IQ+1 [2]-12; Scrounging (E) Per+1 [2]-12; and Sewing (E) DX+1 [2]-12.

Potion-Taster: Alchemy (Analysis) (H) IQ+1 [8]-12†; Hazardous Materials (Magical) (A) IQ+1 [4]-12; and Poisons (H) IQ [4]-11.

Weapon Caddy: Armoury (Body Armor, Melee Weapons, or Missile Weapons) (A) IQ [2]-11; Armoury (second specialty) (A) IQ-1 [1]-10; Armoury (third specialty) (A) IQ-1 [1]-10; Fast-Draw (Assist) (E) DX+3 [8]-14‡; and Throwing (A) DX+1 [4]-12.

Secondary Skills: Knife (E) DX+1 [2]-12. • One of Axe/Mace, Broadsword, Shortsword, Spear, or Staff, all (A) DX [2]-11. • One of Brawling, Crossbow, Fast-Draw (Knife or Sword), Shield, Shield (Buckler), or Thrown Weapon (any), all (E) DX [1]-11; Bow, Lasso, Spear Thrower, Throwing, or Wrestling, all (A) DX-1 [1]-10; or Blowpipe, Net, or Sling, all (H) DX-2 [1]-9.

Background Skills: 6 points total in any of Climbing or Stealth, both DX (A); Gesture or Panhandling, both (E) IQ; Fast-Talk, Packing, Propaganda, Research, Speed-Reading, Streetwise, Teaching, Teamster, Weather Sense, or Writing, all (A) IQ; Philosophy (any) (H) IQ; Carousing (E) HT; Hiking (A) HT; Fishing (E) Per; Observation, Search, or Urban Survival, all (A) Per; or any primary skill from any package.

* Multiplied for self-control number; see p. B120.

† Alchemy (Analysis) is an *optional* specialty (p. B169) of Alchemy, useless for anything *except* sampling potions to determine what they do; see *Dungeons*, p. 14.

‡ Fast-Draw (Assist) allows you to ready a weapon for *someone else* to grab quickly. This requires a free hand and a weapon. Take a Ready maneuver and roll against Fast-Draw (Assist). Succeed lets you designate one specific person for whom you're holding out the weapon; on his turn, he may snatch the weapon from you as a *free action* if he approaches within one yard of you. Failure means he must take a full Ready maneuver to get the weapon. Either way, he never *has* to take the weapon, while anybody else who wants it must grab it normally and possibly wrestle for control. Critical failure means you drop the weapon!

Customization Notes

Servants are more a show of wealth than useful delvers in their own right, but they *can* be handy. Some details on common jobs:

Cook: You turn rations into haute cuisine, or at least make them palatable. In a sillier campaign, you might learn recipes for turning carved-up monsters into food. Whether such victuals count as mundane rations or have special powers is up to the GM, but they won't be *poisonous* – your training enables you to prepare creatures of that type safely and for safe consumption, like a fantasy *fugu* chef.

Jester/Minstrel: The ultimate in luxury henchmen, your job is to entertain your master and his friends. How you accomplish this – buffoonery, music, sleight-of-hand tricks, etc. – varies. If you're expected to sing from the sidelines of battle, demand danger pay!

Manservant: You hold horses, cloaks, and swords for a living. You prepare the master's bedroll, brew him tea, and generally make life easier for him during an adventure. Pick a weapon skill for backup – ideally the same one your employer uses, so that you can adopt his castoffs. Less Sleep is the model advantage, giving you extra time to get everything ready before your master wakes up.

Potion-Taster: You specialize in tasting potentially dangerous potions to discover what they are. Because many substances found in the dungeon are poisonous, you've learned about poisons, too. You're also good at handling potentially hazardous *materia magica*. Resistant to Poison, Hard to Kill, and Discriminatory Taste will keep you in business – and so will Luck! Overconfidence or low Wealth might explain this dire career choice.

Weapon Caddy: You're an expert weapon carrier, sword sharpener, and banger-out-of-dents-in-armor. Most important, you've learned how to hold out weapons for your master to grab on the fly in combat – and even to *throw* weapons to him, if you're too far from fray! Fearlessness and Unfazeable let you stay close to the fight; Enhanced Dodge, High Pain Threshold, and (especially) Luck help you survive it.

Many servant advantages (Absolute Timing, Common Sense, Discriminatory Taste, Fashion Sense, and Less Sleep), disadvantages (Hidebound, Incurious, and Pacifism), and skills (Cooking, Fire Eating, Housekeeping, and Sewing) aren't among those short-listed for delvers in *Adventurers*. In the interest of fairness, the GM should make these traits relevant to the action occasionally if he charges points or cash for henchmen who have them.

Recipes

Dungeon cooks are a rare breed. Some learn not only to be chefs (Cooking) and dress ordinary game (Survival), but also to cook *monsters*. This requires a new perk.

Recipe

You know how to prepare *monsters* to eat! Roll against Cooking or Survival to do so. Success yields a number of meals equal to the creature's ST. This food is edible and sustaining; whether it's *tasty* depends on the starting materials, cook, and diner. Failure wastes half of the potential meals. Critical failure doesn't, but means the results are dangerous; diners must make a HT roll to avoid mild food poisoning (-1 to all success rolls for hours equal to margin of failure).

You *must* specialize by monster class. Allowed classes are Animal (includes Dire Animal and Giant Animal), Faerie, Hybrid, Mundane, Plant, and Slime. The only prerequisite is either Cooking or Survival. The GM *may* – especially in a silly campaign – permit Construct, Demon, Divine Servitor, Elder Thing, Elemental, Spirit, or Undead, but now specialization is by specific creature type (not class), and Cooking is required. Meals made from these stranger recipes nearly always have unusual side effects; if they're dangerous, then there should be interesting powers or potion-like effects to justify learning the perk. These ought to reflect the monster in question, but details are left to the GM.

TORCH-BEARER

62 points

You don't have any remarkable skills. What you *do* know is that delvers can always use someone to hold torches and lanterns in the dungeon . . . someone who's willing to get close to the action . . . someone like *you*. You're brave enough to illuminate a raging battle, shine light into dismal corners and down suspicious wells, and otherwise dispel the spooky darkness. No warrior, you rely on your fleet feet, your shield, and your allies to survive. But the pay beats anything you could make above ground!

Attributes: ST 11 [10]; DX 10 [0]; IQ 10 [0]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 11 [5]; FP 12 [0]; Basic Speed 6.00 [10]; Basic Move 7 [5].

Advantages: Fearlessness 2 [4] and Shtick (Can strike a flame anywhere)[†] [1].
 • Another 10 points chosen from among ST +1 [10], HT +1 [10], HP +1 to +3 [2/level], Will +1 or +2 [5/level], Per +1 or +2 [5/level], Basic Move +1 or +2 [5/level], Acute Vision [2/level], Alcohol Tolerance [1], Asbestos Hands[‡] 1-2 [1/level], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], High Pain Threshold [10], Lifting ST 1-3 [3/level], Magic Resistance [2/level], Night Vision 1-9 [1/level], Not Without My Torch (below) [10], Rapid Healing [5], Shtick (Last thing under)[§] [1], or Temperature Tolerance 1 or 2 [1 or 2].

Disadvantages: -30 points chosen from among Appearance (Unattractive or Ugly) [-4 or -8], Bad Temper [-10*], Bully [-10*], Callous [-5], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Easy to Read [-10], Ham-Fisted 1 or 2 [-5 or -10], Horrible Hangovers [-1], Language: Spoken (Native)/Written (None) [-3], Low TL 1 or 2 [-5 or -10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Pyromania [-5*], Sense of Duty (Adventuring companions) [-5], Social Stigma (Criminal or Minority Group) [-5 or -10], Stubbornness [-5], or Wealth (Struggling or Poor) [-10 or -15].

Primary Skills: Observation (A) Per [2]-11; Search (A) Per [2]-11; Shield (Buckler) DX+4 [12]-14; and Throwing (A) DX [2]-10. • One of Axe/Mace or Broadsword, both (A) DX [2]-10; or Flail (H) DX-1 [2]-9.

Secondary Skills: Brawling (E) DX [1]-10 and Wrestling (A) DX-1 [1]-9.

Background Skills: 5 points total in any of Fast-Draw (Torch), Forced Entry, or Knife, all (E) DX; Climbing or Stealth, both (A) DX; Gesture or Seamanship, both (E) IQ; Gambling, Streetwise, Teamster, or Weather Sense, all (A) IQ; Carousing (E) HT; Running or Hiking, both (A) HT; Intimidation (A) Will; Survival (any) (A) Per; or any primary or secondary skill.

* Multiplied for self-control number; see p. B120.

[†] Lets the torch-bearer (re)ignite any dry, intact light source in one Ready maneuver, without readying flints and such.

[‡] *Asbestos Hands*: This perk is just DR (Limited, Heat/Fire, -40%; Partial, Hands, -40%) [1/level].

[§] Lets the torch-bearer keep his torch dry until the last possible instant when dropped into, doused with, or otherwise submerged in a light-extinguishing substance. If it's even remotely possible that the flame was shielded, held above water, or otherwise protected, then the torch-bearer somehow pulls it off! Impossible cases are exactly that; something like total immersion in water, an airless passage, or being engulfed by a giant slime will extinguish the flames normally. This perk primarily protects against *accidental* dousing.

Not Without My Torch

10 points

As a torch-bearer, you're of little use without a light source, so you've learned to grip it tightly. You get a +5 on all rolls to resist having it taken away for any reason. This covers torches, lanterns, glowing magic swords, glow vials held in hand, etc., regardless of the skill used to wield them. If you *are* somehow "dis-torched," you can recover a dropped light source *quickly*. Instead of taking two turns, make a single Ready maneuver and roll against DX or Fast-Draw (Torch), at +1 if you crouch and scoop or -1 if you remain standing and flip the thing into your hand using a foot. Failure means a wasted turn.

This trait is modeled on the Not Without My Weapon power-up (*Dungeon Fantasy 11: Power-Ups*, p. 12), but functions for "any light source" rather than a specific weapon type. An unlit or dark light source doesn't count, and *potentially* light-producing doesn't cut it at all – it must be lit for this training to kick in!

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

Customization Notes

There isn't much customization for a torch-bearer. Choose Broadsword if you carry torches and occasionally whack monsters with them; Axe/Mace if you're more lantern-oriented, or have a torch with a metal cage; or Flail for lanterns with a ring or mounted on the end of a pole. Throwing lets you toss alchemist's fire (*Adventurers*, p. 28) at monsters, or chuck lit torches or glow vials into dark corners. Learn Fast-Draw (Torch) to quickly ready a new light source afterward.

Whatever you do, carry as many light and flame sources as possible: lanterns, torches, alchemist's matches, etc. Outfit your helmet with a helmet lamp (*Adventurers*, p. 25) to shine even more light. Your job is to brighten up the whole dungeon, so don't stint on suitable gear!

How you survive your job depends largely on your advantages. Night Vision helps you see well enough in low light to get a torch lit – or to spot danger on the fringes of your torch-light. Advantages that help you tote extra lanterns, fuel, and torches (ST or Lifting ST), or that enable you to survive the inevitable damage (Hard to Kill, High Pain Threshold, or extra HP), are a good idea. Asbestos Hands represents callus left behind by hot iron lanterns and searing pitch dripping from torches; experienced torch-bearers can build up quite a tolerance to flame.

CHAPTER TWO

THE USE AND ABUSE OF HENCHMEN

For even the lowliest of sidekicks, there's more to do than simply select a template from Chapter 1 and customize it. For starters, it's important to consider the character's role – the same sheet of stats might describe an Ally bought with points, a hireling paid in gold, or even a *PC*. Each of these possibilities

implies a different set of game-play concerns . . . which in some cases have effects measured in points. Thus, everyone from the most immersed roleplayer to the biggest munchkin power-gamer has cause to pay attention.

AS ALLIES

Unless the GM rules otherwise (see *Pros and Cons of Allies*, p. 27), players of 250-point delvers are free to spend some of their starting points on mundane Allies built according to the guidelines in Chapter 1. This holds true whether the PCs are created with the templates in other *Dungeon Fantasy* supplements, cobbled together using *Henchmen*, or designed free-form. Treat all such heroes as having “Allies (Henchmen) [Varies]” on their lists of allowed advantages.

Players are also welcome to spend points earned in play to purchase such Allies. New Allies are effectively “power-ups” – in the sense introduced in *The Next Level* – for *all* professions. However, henchmen for established adventurers with high point totals may need improvement over the baseline designs created using Chapter 1; see *Advancement* (p. 29). And of course, the GM might want to make acquiring a faithful

companion a bigger deal than a simple expenditure of points, as touched on in *Not Just a Power-Up* (pp. 28-29) and *Where Did You Find This Guy?* (p. 29).

All of this applies equally to 125-point adventurers, who may themselves be built on the templates in Chapter 1. In that case, though, the better kinds of Allies will cost more points, and most players will look to *Bargain Henchmen* (pp. 18-25).

POINT COST

The mundane Allies in Chapter 1 use the standard pricing on p. B37. The *Allies Table* (below) summarizes the *base* costs for these *before* considering frequency of appearance (pp. 27-28). The GM sets the maximum power level and number of Allies allowed.

Allies Table

Point Value of Allies	Percentage of PC Value	Base Point Cost by Number of Allies*						
		1	2	3	4	5	6-10	11-20
125-point PCs								
62 points	50%	2	4	6	8	10	12	16
125 points	100%	5	10	15	20	25	30	40
250-point PCs								
62 points	25%	1	2	3	4	5	6	8
125 points	50%	2	4	6	8	10	12	16
250 points	100%	5	10	15	20	25	30	40

* Normally *quadrupled* for a frequency of appearance of “Constantly,” but see *Frequency of Appearance* (p. 27).

Power Level: In general, 250-point PCs may have 125-point or 62-point Allies, while 125-point PCs can acquire only 62-point Allies (players who want 31-pointers – known as “victims” – can have them, but **Henchmen** is overkill for that). The GM *might* permit 250-point delvers to have peers worth 250 points as henchmen, created using the rules for PCs in *As Custom Delvers* (pp. 33-41), and authorize 125-point heroes to have 125-point Allies built on the templates in Chapter 1. However, such Allies risk upstaging other players, so they aren’t recommended.

Number: Individualized Allies with separate character sheets, designed by the GM to the player’s broad specifications, are purchased one at a time; each costs the price of one Ally, no matter how many you have. Hordes of identical Allies – usually but not always of the 62-point variety – use the collective costs for two or more henchmen. While the table goes up to 11, it’s usually wise to stop well before that point!

Frequency of Appearance

The default frequency of appearance is “Constantly,” *quadrupling* the costs on the *Allies Table*. This might seem unusual – bodyguards and apprentices are people, not implants or bound spirits – but it reflects the realities of the genre. While summoned and conjured Allies can be called up and dismissed as

needed, mundane Allies must trudge around with their masters. Since **Dungeon Fantasy** assumes that PCs are wanderers who spend at most a night in a given town or even *dimension*, there’s no “safe” place to park Allies so that they can just show up when needed. Moreover, munchkins are apt to argue about whether their Ally is handy when the dragon comes in the night. It’s simplest to say that the answer is always “yes” and price Allies accordingly; they’re cheap enough that this is best for game balance anyway.

“Constantly” refers to *how often the henchman provides a useful service* – not the percentage of the time he’s within his master’s sight. The Ally might be left to mind the wagon at the dungeon entrance, sent ahead to scout, or even deposited in town for the entire adventure to guard the party strongbox. That doesn’t count as failure to show up! Neither does sleeping, eating, etc.; delvers who want associates without mortal foibles should cough up the points for divine servitors or familiars.

The GM may wish to allow lesser frequencies of appearance in a campaign that has a genuine social angle. If there’s a persistent “town” or similar locale to which NPCs could wander off to visit family and friends, take odd jobs, discharge feudal obligations, etc., then frequencies of 15 or less (triple the cost on the *Allies Table*), 12 or less (double cost), 9 or less (base cost), or even 6 or less (half cost) can work.

Pros and Cons of Allies

Bestial or weirdly supernatural Allies from *Allies* or **Summoners** are rarely a problem in **Dungeon Fantasy**. They’re special abilities more than people – and anyway, it’s *unfair* to allow druids but forbid conjured beasts, permit wizards but ban familiars, or okay summoners but not let them summon. When the GM finds such “pets” inconvenient, he can have them vanish to chase a tasty rat or serve Loki, or bar them from civilized lands (“Zombies Verboten”), which is no harder to defend than making Summon Demon spells illegal in town and risky everywhere. Mundane Allies, by contrast, don’t suit *every* campaign; allowing them has major upsides and downsides.

Pros

If the gaming group has few players, Allies can engage extra foes in combat and occupy vital roles that would otherwise stand vacant, enabling the GM to run epic battles and adventures that are fun but demand large companies of heroes. In a campaign with *one* player, this goes beyond “nice” to “necessary”; the GM might even hand out extra points earmarked for buying Allies. While hirelings could do the job, the bookkeeping of pay and loyalty quickly becomes onerous.

In larger groups, Allies are useful when the players aren’t the most supportive types, or create a lopsided party. Spellcasters who feel that the warriors aren’t covering their backs can drop a few points on bodyguards. If the entire group is spellcasters, they can remedy their lack of “meat shields” this way. Thus, Allies can offer an in-game solution to a meta-game problem, rescuing what would otherwise be a broken campaign.

Allies also give the GM wonderful adventure hooks. The PCs can abandon hirelings to the dire wolves but are obliged to look out for Allies. When the campaign is getting *too* hack n’ slash, the GM can abduct an Ally to inject a modicum of social roleplaying. Slaughtering kidnappers to rescue loyal retainers is about as social as dungeon fantasy gets!

Cons

Allies are cheap and scale up with the PCs, making them good investments. Thus, munchkins may decide to buy *lots* of them. The results can be ugly.

Scads of Allies make it hard for the GM to assess suitable threats, leading to unexpected cakewalks and slaughters. Imagine three bookish spellcasters, each with five brutes on retainer. Many fights will be boring “our 15 men-at-arms deal with it while we take tea” encounters. Enemies tough enough to challenge 15 thugs could prove fatal to the three wise men, though!

Even if the GM solves this problem – or lets it happen to educate the players – hordes of Allies can bog down the campaign. Each combat takes hours when every member of a small army gets a turn. A party that splits into many groups forces the GM to divide his attention, leaving players tapping their toes. Simply managing the stack of character sheets can be a headache.

Thus, the GM should decide how large a group he would be comfortable with and restrict the number of PCs plus mundane Allies to this number. He might allow one Ally per hero regardless – and perhaps one extra per level of Born War Leader or Charisma, if he feels generous. If he doesn’t want Allies at all, then so be it – but even then, he can use **Henchmen** for PCs and/or hirelings.

Remember that there's just one roll at the start of each dungeon raid or other adventure, and that failure means the henchman sits out the whole thing from start to finish. In the interest of player-GM peace, it's probably best to minimize how often this happens and go no lower than 15 or less even in relatively enlightened *Dungeon Fantasy* games.

Appearance Rolls as Loyalty Rolls

An alternative interpretation of lower-than-usual frequencies of appearance is as the odds that the NPC follows orders. In that case, Allies can be given the full range of rolls. Each time the PC issues orders, the roll determines whether the henchman follows them. This results in cheaper, less-reliable Allies. It can also result in arguments, so the GM should let the players know he's using this optional rule *before* they buy Allies.

Modifiers

The **Basic Set** defines several special modifiers for Allies, but none of these apply to mundane henchmen. Minion and Unwilling reflect a depth of interpersonal relations that's lacking in dungeon fantasy, so they're best ignored. While several templates in Chapter 1 have "special abilities," these are no more impressive (and typically far *less* impressive) than those of the PCs, so such companions don't merit the Special Abilities enhancement. These associates walk or ride alongside the party, and as discussed above, the near-constant presence this implies adjusts cost through frequency of appearance, not Summonable. Finally, Sympathy is wholly inappropriate for ordinary spear-carriers and boot-polishers.

NOT JUST A POWER-UP

The rules for designing and pricing Allies are slanted toward giving even the biggest munchkin considerable bang for his buck. Still, henchmen are *NPCs*, which places them squarely in the GM's domain. This has many ramifications in the sometimes-adversarial *Dungeon Fantasy* environment.

Design

The player gets to choose his Ally's template and any packages listed as options for it; e.g., he can declare that his apprentice is a budding necromancer, or request an archer who's actually a slinger. He may also pick anything that's explicitly left to the player's discretion under *Customization Notes*, such as the NPC's general archetype; that's why those notes are often more extensive than those on PC templates. And if the GM allows nonhuman henchmen (see *Nonhumans*, p. 39), race is the player's call, too.

But that's it!

Ultimately, the GM designs Allies. Subject to the above guidance, the GM picks out advantages, disadvantages, skills, and spells; he might ask the player for input, but that's just a courtesy. The GM sets the Ally's quirks – and what the spare points buy is entirely at his discretion, which offers him fun opportunities to surprise the players ("Why yes, I *can* summon demons!"). And the GM equips the NPC with starting gear; if the player wants a different loadout, his PC should put his money where his mouth is. The GM shouldn't do mean things like give a swashbuckler who wants to pass along his rapier mastery a protégé who knows Small-sword but not Rapier, but he's under no obligation to create

an optimized stats-monster merely because that's what the player would do.

Play

The GM also controls the Ally in play. This is a chance to show off the henchman's disadvantages, quirks, and unexpected abilities! In particular, the NPC is still a person and won't let his betters forget that. The player can *suggest* a course of action – and if he delivers this in-character, with convincing roleplaying, the GM may go along with it – but that's exactly what it is: a suggestion.

Moreover, NPCs who fail Fright Checks, cave in to Charm spells, or fall prey to some nymph's Sex Appeal skill suffer the usual effects. Being somebody's Ally doesn't grant immunity to such things. Heroes can't command underlings not to flee Elder Things, or to shrug off Mind Control magic, and expect results! If that concerns them, they're advised to invest in suitable countermeasures.

On the other hand, the GM should remember that the player paid points for the Ally on the grounds that such a henchman is loyal where a hireling often isn't. He shouldn't completely ignore the player's suggestions. In particular, if the player cunningly words his desires such that they align with the NPC's mental disadvantages and quirks, that's *good roleplaying* – the canny GM will reward this effort by going along with it.

Fundamentally, though, the player's "I paid for it!" is in tension with the GM's "It's my NPC!" The GM should strive to avoid arguments by having an Ally go along with the player's *intentions*, even if he occasionally interprets the specifics interestingly. If the GM isn't comfortable with that, it may be best not to allow Allies – or to use *Appearance Rolls as Loyalty Rolls* (above).

Player Rights!

The GM has most of the marbles when it comes to Allies, but the players are within their rights to expect fair play. As already stated, the GM should design henchmen who give players their points' worth. He should also endeavor to make such NPCs' *actions* useful. He has other obligations, too.

First, the GM shouldn't have Allies engage in outright betrayal. Save that for hirelings. Allies aren't mindless minions – and they *can* be charmed or scared off – but they should never, ever decide to knife their master in the back (literally or figuratively) "just because." If a henchman has mental disadvantages that suggest that he ought to act that way, then assume there's a blind spot where his patron is concerned; when in doubt, "I owe my master my life!" works.

Second, the GM should never maim, disable, or kill an Ally merely to make a point. Allies are to NPCs as Signature Gear is to equipment, and enjoy a comparable degree of "script immunity." They should face the same risks as the PCs, but no more. It's fine to have orcs shoot arrows at henchmen along with the rest of the party; it isn't fine to say, "George is dead. Orcs knifed him in his sleep last night." It's acceptable to have Allies captured and stripped with the party, but not to declare, "Mary had all the nice gear you gave her stolen by pixies."

If the GM *does* kill off an Ally through no fault of the player, the points should go into a bank to buy a replacement Ally of the same value. The kindly GM might even give back those points as if they were unspent and let the player spend them elsewhere. Perhaps the hero is inspired by his charge's demise, and throws himself into his swordplay or magic to better exact vengeance!

GM Rights!

In return for those promises, the GM has the right to demand a few basic courtesies from the players. Actually, just one: *Don't treat Allies like dirt.*

Allies can be asked to accept the same risks as the PCs, but not *greater* risks. If the GM awards bonus character points on a session-by-session basis, a player who betrays, attacks, or unnecessarily endangers his Ally gets nothing for that session. If the GM prefers to give out points at the end of the adventure, each session that features betrayal subtracts one point from the payout. And if the player blatantly gets his Ally *killed*, he also loses the points spent on that Ally and *doesn't* get a replacement.

MONEY

Allies start with whatever money their Wealth dictates, spent on whatever gear befits their skills and professions. Their resources are in no way diminished by being servants to more-powerful heroes. Henchman may even be wealthier than their masters!

This doesn't mean that a delver can spend his subordinate's money or take his stuff. If the PC asks nicely – that is, the player delivers a reasonable in-character request – make a reaction roll. The Ally will *loan* his patron a percentage of his remaining cash equal to 5% times the roll (maximum 90%).

Remuneration

While hirelings get whatever they're contracted for, Allies are assumed to serve out of personal commitment, not financial obligation. Thus, a PC has no explicit requirement to pay his henchman a wage. Instead, the Ally is a full partner in the party business. He's entitled to whatever shares his skills and abilities would net him, were he a PC – but he's *also* obliged to ante up an equal contribution when the party passes around the hat.

This is only fair! The *characters* aren't aware of who's a PC and who's an NPC, and they're all taking the same risks. Moreover, while an Ally may be closest to his PC, his presence benefits everyone. Indeed, a case could be made that the players who *didn't* pay points for him get the best of all worlds: a henchman loyal to the party (or at least a party member) who doesn't ask for cash up front, just his cut of the loot if there is any.

As for where the money goes, that's up to the GM. Most Allies spend it on new and better gear, which will help the party anyway. However, those with Vows or other codes of behavior might

Where Did You Find This Guy?

The GM should try not to disappoint those who come seeking henchmen with points or cash in hand – but while realism isn't vital to dungeon crawls, a sense of story is nice. It's silly to assume that every retainer that anyone might want is sitting around the tavern, orc stronghold, or barbarian longhouse, just waiting to sign up. The quickest way to handle this is with common sense; e.g., it's easy to recruit an apprentice wizard at a magic academy, while finding a cutpurse should be straightforward anywhere the GM has established the presence of a thieves' guild (indeed, finding a cutpurse in town is all *too* easy . . .).

If the GM wants to leave matters to chance, he can require an IQ roll once per *week* in town, and once *annually* per academy, temple, etc. outside town. Skills can replace IQ for specific henchmen: **Fast-Talk** for torch-bearers (would *you* want that job?); **Leadership** for archers, brutes, guards, skirmishers, and squires; **Merchant** for agents and laborers; **Research** for sages; **Savoir-Faire (High Society)** for servants and squires; **Streetwise** for agents, cutpurses, killers, and laborers; **Thaumatology** for apprentices; or **Theology** for cultists and initiates. For an Ally, the player who's paying the points rolls. For a hireling, any party member – even an existing henchman – may try, and **Merchant** can always replace IQ!

Modifiers: Outside of a place that specifically trains that kind of henchman, -3 in a hamlet, -2 in a village, -1 in a small town, 0 in *most* towns, and up to +3 in cities; if the GM hasn't thought about the community's size, roll 1d-4, giving from -3 to +2. Rich delvers can buy a bonus by paying criers and making bribes; +1 for \$400, +2 for \$4,000, +3 for \$40,000, and so on. When seeking *hirelings*, add +1 if offering 20% above the usual pay, +2 for 50% higher, and +3 for 100% extra. A **Propaganda** skill roll is complementary; +2 for critical success, +1 for success, -1 for failure, or -2 for critical failure. Each specific requirement the hirer imposes beyond a template and basic template options gives -2; e.g., 0 for an apprentice wizard, but -8 if he must be an elf with three spells in particular.

Success finds a suitable henchman. For a hireling, what follows is a business transaction. The only wrinkle is that delvers who offered superior pay to improve their odds are expected to advance the first month's bonus pay. If they renege, the hireling will resign and their future rolls in that locale will suffer a permanent penalty equal in size to the bonus claimed.

For an Ally, the GM should add color. If the PC has high reaction bonuses – like a nymph – then the Ally is likely in awe, even in love. A tough-guy hero could save the life of an NPC who was initially looking to be hired. A guild member or a ninja with family ties might recruit from his organization or be *assigned* an apprentice. A spellcaster or other learned type may attract the attention of his mentor, who shows up to foist off a junior student. And if the *player* has a good story, the GM should reward it by giving him more say in his Ally's capabilities.

make big donations to charity. Those who suffer from Compulsive Carousing generally make big donations to the tavern.

ADVANCEMENT

Allies grow constantly in proportion to their PCs – a vital difference between them and hirelings. When the Ally is first bought, and again at the *end* of each game session, the GM should apply the fraction used to find the Ally's points (25%, 50%, or 100%) to the PC's total. If that's greater than the Ally's current total, then the Ally may spend the difference to come up to speed. The GM allocates these points, but the player may make *one* request each time; e.g., "Please raise his Broadsword skill" or "I teach Guido the Fireball spell." As long as this is affordable with the points at hand, the GM should accommodate it.

AS HIRELINGS

Another way to acquire NPC helpers is with cash instead of points: find the hireling (see *Where Did You Find This Guy?*, p. 29) and pay him to serve. Such henchmen don't advance in point value, nor are they as loyal as Allies, but they lack the attached strings of the Ally advantage. They can be hired and fired as needed, without moral obligation, making them excellent short-term help and makeweights for an adventuring party.

Still, hirelings are *people*, with lives and goals of their own. They aren't mindless, zombie-like servitors. Signing up for the expedition was a personal decision. Following their bosses' (the PCs') directions might be how they earn their money, but they won't throw away their lives needlessly.

Like Allies, hirelings have their own money, although they're far less likely to loan this to their employers. Follow the guidelines under *Money* (p. 29) in these matters, but *halve* the amount of all loans to 2.5% times the reaction roll. Hirelings are likely to be suspicious of hirers who need to borrow money – it suggests that they're unlikely to get paid! Bosses who ask more than once suffer a cumulative -2 to this reaction roll and a cumulative -1 to all rolls to seek hirelings as word gets around. If a hireling isn't paid back such a loan in full come his next payday, he'll leave; this adds -1 to the penalty on future hiring rolls!

LOYALTY

Hirelings *aren't* guaranteed to have their employers' best interests at heart; they're mercenaries who lack an Ally's intrinsic loyalty. Thus, their reliability under pressure varies. Below are rules for this. These *never* apply to Allies, whose devotion is assured – subject to disadvantages and treatment, of course!

Make a reaction roll when a hireling first signs up. Apply the usual reaction modifiers of the hirer, who may be a PC or an NPC companion, and record the result. This number is effectively a new stat for hirelings: *Loyalty*.

Roll against Loyalty whenever the hireling is in *exceptional* danger with his master at his side. "Normal" danger doesn't call for a roll. The GM should be generous about this, as any hireling willing to risk a dungeon expects combat, traps, and "ordinary" monsters. However, extreme danger warrants from -1 to -4, and certain death gives *at least* -5! See below for other modifiers. Failure means the hireling is unwilling to risk the danger, and flees, shirks his duties, or otherwise fails to perform.

A hireling with high Loyalty might stand beside his boss against danger from which he would flee were he alone, or resist temptation to which he would succumb were he unemployed. The GM uses the NPC's Loyalty *instead* of Will for Fright Checks *when his employer is present*, resisting Fast-Talk and other social influence *if his master has kept up his agreed pay and benefits*, and similar mundane tests of steadfastness.

Loyalty can go up or down temporarily or permanently. For a brand-new hire, only the temporary effects of higher or lower pay matter.

Higher Pay: +1 per 10% over the normal pay scale for the hireling in that pay period (see *Pay Scales*, pp. 31-32), to a maximum of +10 for +100% pay. This increase is temporary, but part

of it might persist. Raise the hireling's Loyalty by the full amount for the pay period and make a reaction roll with the Loyalty bonus in effect. On a "Very Good" or better reaction (16+), add a *permanent* +1 to Loyalty.

Lower Pay: -1 per 10% shortfall, down to -10 for not being paid at all. If pay is late, the penalty is temporary and lasts only until the employer pays arrears. If this goes on for three or more pay periods, the reduction is *permanent*, even if the shortfall is remedied later (which only prevents further Loyalty losses). Make a reaction roll *before* applying penalties for reduced pay, though. An "Excellent" or better reaction (19+) means that the hireling feels morally, personally, or ethically compelled to serve even at reduced rates – ignore the Loyalty penalty!

Poor Treatment: -1 to -5, *permanently*. Something as mild as verbal abuse is worth just -1. Extreme mistreatment worthy of -5 includes things like forcing the hireling to open trapped doors, *physical* abuse, not healing or otherwise caring for him, and treating him as disposable cannon fodder to be spent to buy a victory.

Rescue: If the master risks his life or the mission to rescue the hireling, or expends resources in excess of the hireling's pay to provide healing or other aid, make a reaction roll at +3 or more, depending on how risky or extraordinary the rescue was. Resurrection is worth *at least* +5! On a "Good" or better reaction (13+), the hireling is grateful and his Loyalty increases permanently to the *higher* of this reaction roll or his old score +1.

Success: Hirelings love working for winners and hate serving losers. A successful expedition in the face of great danger, or *consistent* competence, results in a permanent +1. A failed dungeon crawl or other disaster gives a permanent -1. Such matters are necessarily left to the GM's judgment.

Long Service: +1 per year, permanently, assuming that the hireling lives that long!

If a hireling's permanent Loyalty reaches 19+, the PC who hired him – or who hired his hirer – may opt to pay points to have him as an Ally (see *Point Cost*, pp. 26-28). If several PCs claim this right, the hireling favors the one toward whom he has the best reaction. Otherwise, the transition from hireling to Ally calls for no roll, as the hireling is *already* loyal and willing.

RANDOM TRAITS

Not all hirelings are exactly as they seem. Some have hidden traits or secret agendas, or are less capable than advertised. Roll 3d for this on the *Random Hireling Traits Table* (p. 31). Never roll for Allies – you risk questionable henchmen only when you pay cash instead of points.

Lower rolls correspond to less-desirable results. Delvers who try to cut corners when hiring – either through cheap recruiting tactics or poor pay – take penalties that increase the odds of a dodgy hireling. Apply -1 per 10% below going rates the master offers (see *Pay Scales*, pp. 31-32), to a maximum of -10 for seeking a volunteer. Increased pay gives no corresponding bonus, as any benefits are erased by the horde of substandard applicants this attracts!

The GM might wish to apply further modifiers based on the hirer's advantages and disadvantages. For example, Social Stigma (Criminal) could give -1 when hiring anyone but a cut-purse or a killer. Moreover, the GM should treat the table as merely a starting point, adjusting entries as needed to keep the players guessing.

Random Hireling Traits Table

Roll 3d. If the result *already* applies and can't be "doubled up," reroll.

- 3 – Hireling is a secret menace to his employers! Roll on the *Secret Menace Table* (below).
- 4 – Hireling has a secret agenda. Add Sense of Duty (Secret masters) [-10] or Vow (Serve my secret masters) [-10], and 10 points in additional template traits. The GM should determine who these secret masters are, what they want, and why they've put the hireling in the PCs' path!
- 5 – Hireling is spectacularly incompetent at his advertised profession. Reduce all primary skills by two levels. If this lowers a skill below what 0 points would buy, he drifts along on his default. Spend the "saved" points on unrelated background skills.
- 6 – Hireling is a secret coward. Replace from -5 to -15 points in existing disadvantages with that many points of Cowardice [-10*].
- 7 – Hireling is lazy. Replace -10 points of existing disadvantages with Laziness [-10].
- 8 – Hireling is from a distant land. Pick a native tongue that none of the PCs speak. The hireling's comprehension of the campaign's common language is Broken [-4], balanced by 4 points in the Gesture skill. Giving him orders involves extra time for IQ or Gesture rolls.
- 9-12 – No special traits.
- 13, 14 – Hireling is dedicated. Replace -5 points in existing disadvantages with Sense of Duty (Employer) [-5].
- 15 – Hireling is well-equipped. Add Miserliness (15) [-5] and then trade the 5 points this gives for money (\$2,500).
- 16 – Hireling is well-traveled. Add Xenophilia (12) [-10] and spend the 10 points from it on two additional *useful* languages at Accented level ([4] each) and Diplomacy (H) IQ-1 [2].
- 17 – Hireling is *very* dedicated. Add Selfless (12) [-5] and Sense of Duty (Employer) [-5], but also 10 points in additional template traits.
- 18 – Hireling is secretly *much* more powerful! A 62-point hireling is generated on 125 points, a 125-point hireling is worth 187 points, and a 187-point hireling is a full-fledged 250-point delver. Pay him at his advertised power level, though – he has underestimated his own worth!

Secret Menace Table

Roll 1d.

- 1 – Hireling is a psychotic murderer! Add Compulsive Behavior (6) (Commit gruesome murders on the sly) [-30] and Secret (Psycho killer) [-20]. Balance this with 50 points of skills useful to a psycho – Garrote, Holdout, Knife, Poisons, Shadowing, Stealth, etc. – and possibly extra DX and/or IQ. Alternatively, add the assassin lens on p. 9 of *Ninja*.
- 2 – Hireling is a doppelganger! Pick a shapeshifting monster – e.g., a divine servitor of Deception (*Allies*, p. 15) or a throtler (*Dungeon Fantasy Monsters 1*, p. 30) – or invent one

(adding Morph to any IQ 10+ creature works). It can't control its appetite forever . . .

- 3 – Hireling is a self-taught demon summoner. Add Homegrown Demonologist [1], Magery 1 [15], and Summon Demon (H) IQ-1 [1] – and Overconfidence (9) [-7] and Unluckiness [-10]. The Homegrown Demonologist perk lets the hireling learn Summon Demon without *any* other prerequisites.
- 4 – Hireling is a disguised nonhuman. Pick a racial template worth up to 75 points that the *employer* would deem a monster (see *The Next Level*), and pay for it with extra disadvantages. Add Acting (A) IQ-1 [1], Disguise (A) IQ+1 [4], and Secret (Hidden racial identity) [-5]. A good PC might hire a dark one, an infernal, or an orc; an evil delver might get a celestial, an elf, or another goodie-goodie. This hireling works *against* his hirer's interests!
- 5 – Hireling is a wanted for a crime so heinous that "harboring" (e.g., *hiring*) the fugitive is also a crime! Add Social Stigma (Criminal) [-5] and 5 points in skills like Acting, Running (to help evade the authorities), and Stealth.
- 6 – Hireling is a thief. Add Greed (12) [-15] and Kleptomania (12) [-15], and spend an extra 30 points on larcenous abilities. Also swap out any "virtuous" disadvantages, like Honesty and Sense of Duty, for neutral or less-savory ones from the template. If the hireling is *already* some kind of crook, swap -30 points in existing disadvantages for Greed and Kleptomania, and shift up to 30 points from thieving skills useful to a group – notably Lockpicking and Traps – to selfish ones like Filch and Pickpocket.



PAY SCALES

Hirelings might enter a risky dungeon with little surety of loot, but never without pay. They can be engaged on an hourly, daily, weekly, or monthly basis at the rates shown on the *Pay Rates Table* (p. 32). As short-term deals mean fewer paid hours for the hireling and more time spent seeking work, rates for shorter periods are higher. Monthly hires are the best bargain – but if you need a hireling for only a single dungeon, laborers to carry loot for just a few hours, etc., then shorter-term arrangements cost less overall. Delves *can* seek volunteers, but this dramatically increases the odds of attracting questionable individuals; see *Random Traits* (above).

Extremely loyal hirelings may willingly serve at discounted rates; see *Loyalty* (p. 30). The GM might want to have especially devoted and grateful individuals – such as freed slaves, religious zealots, and victims rescued from certain death in a dungeon's depths – ask for no pay beyond room and board. For these, the expense is the same flat \$150/week that PCs in town require (*Dungeons*, p. 4), regardless of power level or Loyalty.

All hirelings require material support, however. They expect reimbursement for goods expended (arrows, potions, torches, etc.), provisions consumed, and gear damaged or destroyed on an expedition. In town, hirelings usually pay for their own food and lodging, but see below. If a quest requires special equipment, the employer is expected to provide that, too – although the boss gets to keep it (where applicable) afterward.

Pay Rates Table

If the GM allows 187- or 250-point hirelings, use triple or quadruple the 62-point rates, respectively.

Time Period	62-point Hireling	125-point Hireling	Notes
Hourly	\$4/hour	\$8/hour	[1]
Daily	\$30/day	\$60/day	[1]
Weekly	\$200/week	\$400/week	[2]
Monthly	\$750/month	\$1,500/month	[2]
Long-Term	\$675/month	\$1,350/month	[2, 3]

Notes

[1] A “day” is an eight-hour work period every 24 hours. If you retain a hireling for more than eight hours, you must provide food and/or lodging.

[2] Hireling pays his own upkeep (\$150/week) *in town*.

[3] Long-term rates apply to contracts for *at least* three months’ work. It’s customary to provide *half* the total pay up front. Rolls to locate long-term hirelings without such an advance suffer an extra -2.



As Low-Powered Delvers

Not every delver waits to amass life experience and good equipment before risking a dungeon’s depths. Some foolhardy souls brave the wilderness and venture into dungeons with nothing besides the limited skills they learned before setting out and what little gear they could scrape together. The templates in *Henchmen* are *mostly* aimed at NPCs (Allies and hirelings), but the GM may want a campaign with low or mixed power levels – and there *are* players who relish the challenge of facing danger with low-end PCs!

Junior Delvers

Starting with *Adventurers, Dungeon Fantasy* assumes experienced, competent, well-equipped heroes. Not all GMs or players like that starting point, however – and low-end adventurers *are* a valid alternative. Many gamers find low-powered games more fun, as dangers that 250-pointers would sneer at become thrilling challenges. Others aren’t fond of optimized, high-powered starting characters, preferring the “organic” growth of PCs who gradually increase in power. The 125-point templates in Chapter 1 can be used to generate “low-level” delvers for such campaigns.

The GM should be aware that there’s less room for error in encounter balance at this power level. Fodder monsters are fodder only individually, becoming worthy in groups. Worthy

monsters are potentially campaign-ending adversaries. And canny delvers will flee from boss monsters until they power up enough to tackle them!

Mixed Power Levels

Another option is to mix 250-point and 125-point adventurers in the same campaign. Each player simply chooses a template and generates his PC. Then the “high-level” and “low-level” delvers go adventuring together.

Niche protection is especially important with mixed power levels. Players who want 250-point heroes must make an effort not to blow away roles filled by 125-point delvers. Conversely, players of 125-point adventurers shouldn’t pick templates that 250-point characters can’t help but overshadow. It’s fairest to allow those willing to play 125-point delvers to choose first. After that, players who want 250-pointers select their templates – and in return for more points, they’re obliged to do their best not to eclipse the lower-powered PCs.

Variety is vital here. Playing a generalist apprentice (pp. 6-8) in a party with a generalist wizard isn’t much fun – but change the wizard to a necromancer and build the apprentice as an up-and-coming fire wizard, and both will contribute to the team in very different ways. Flexibility is equally important. Being a skirmisher (pp. 16-17) built around one sword skill in a group that has a swashbuckler who uses the same weapon more skillfully means living in shadow – but if the GM permits a thrown-weapon-based skirmisher, his player can have a blast hurling javelins while the swashbuckler fences toe-to-toe.

Still, some gamers are happy to play the apprentice or sidekick, hamming up the role and leaving the heavy lifting to the stronger PCs. And *Dungeon Fantasy* being what it is, *some* overlap is fine and redundancy *is* useful. In battle, a party can never have enough front-line fighters, missile-launching back-rankers, or spellcasters, regardless of point values or overlapping weapon choices!

Never forget that traps, hazards, and (most) monsters *don’t care* about their victims’ point value. *All* delvers face the same hazards in the dungeon. The GM is under no obligation to extend special treatment to lower-powered PCs in a mixed-power-level campaign. If anything, the monsters would rather pick on the weak than try to eat the strong . . .

Advancement and Junior Delvers

“Experience points” awarded to delvers – for instance, by the system on p. 42 of *The Next Level* – are normally blind to starting points. If each player controls multiple PCs, though, the GM interested in emulating old-school RPGs may want to scale awards to *starting* power level: heroes who start at 125 points earn *half* as much, adventurers built on 62 points get *1/4* as much, and so on. This reflects their lesser contribution to the expedition. In a campaign where the players divide 250 starting points among up to four PCs, this also keeps the total point value of the characters in each player’s stable roughly equal. This rule affects PCs only; Allies advance in lockstep with their PC (which produces the same effect), while hirelings don’t advance at all.

Troupe-Style Play

An interesting variant is to give *everyone* a 125-point character *and* a 250-point one to play in turns. Before each expedition, each player must choose either the 125-pointer or the 250-pointer as his PC. The other delver is assumed to be off doing something else: training, recovering, etc. The players might fine-tune the group for each adventure or create pairs or groups in advance (e.g., specific sidekicks for 250-pointers).

This can potentially result in two separate groups: a senior team of 250-pointers and a junior squad of 125-pointers. The GM may wish to impose restrictions to prevent this. The simplest option is to require a 50/50 mix of 125-point and 250-point delvers. To do so fairly, alternate the order in which the players choose among their PCs so that nobody is always picking first or last.

The advantage to this approach is that the players have a larger talent pool to draw from. This alleviates boredom (nobody gets stuck in a niche) *and* offers flexibility where abilities are concerned. The downside is that half of the PCs aren't particularly strong, so if an adventure is meant to challenge expert thieves but the players brought the low-end thief, or requires the unique abilities of a delver who wasn't selected this time, then so much the worse for those who *did* make the trip . . . To remedy this, the GM might allow *everybody* to roll to research quests (*Dungeons*, p. 4), and leave deciding who's going until after some details are known.

Sword boy!

– Arthur, *Army of Darkness*

Two Can Die for the Price of One

A further option is to let players control several PCs *simultaneously*. Instead of one 250-point delver apiece, each player

gets a starting pool of 250 points to divide among up to four characters in any of the following combinations:

- one 250-point delver
- one 187-point delver (see *Other Optics*, p. 36) + one 62-point delver
- two 125-point delvers
- one 125-point delver + two 62-point delvers
- four 62-point delvers

For the GM, the upside is that this enables a small group of players to participate in an epic adventure that calls for a big party. It also frees him from having to create and flesh out a horde of henchmen. A major downside is that this means keeping track of up to four times as many adventurers, none of whom can be marginalized, because they're all PCs.

For the players, the upside is variety, in particular the option to dabble in multiple niches. The downsides are complication and fragility. Complication stems from the fact that *all* of these characters are PCs, so the players must roleplay them all, decide on more actions, keep track of additional gear and abilities, draft longer marching orders, and so on. Fragility is a consequence of power level. Relative to 250-pointers, 187-, 125-, and *especially* 62-point delvers possess lower combat skill levels, active defenses, HP, and everything else needed to go toe-to-toe with threats designed to challenge 250-point characters.

In this play style, when a 62- or 125-point delver dies permanently, the GM should allow the player to generate a new one. Replacements start at the bottom, however; the GM is under no obligation to give them more than 62 or 125 points! It should be easy to "find" such individuals; ignore *Where Did You Find This Guy?* (p. 29) and let the player create a new character. This can lead to players treating PCs, especially lower-powered ones, as cannon fodder, banking on easy replacement. That's fine provided that the GM doesn't mind. If it becomes a problem, though, then players who don't value their PCs' lives may discover that a party with a reputation for being unlucky has difficulty locating new recruits – that is, they might have to play an adventure or two without a full crew.

As CUSTOM DELVERS

Last but not least, the 125-point templates in Chapter 1 can be used as the seeds of 250-point PCs. This is a two-step process. First, select the template that best reflects how the adventurer looked when he began his career. Then add a 125-point lens from pp. 34-41 to cover training and development since that time. The order in which players carry out certain "finishing" steps depends on how the GM interprets lenses:

Zero to Hero: The GM who's intrigued with the ideas in *Back in My Day* (p. 38) or who wants deeper background stories may ask the players to flesh out their initial 125-point designs into playable characters before tacking on lenses. This means picking all template options, choosing quirks, spending points from quirks, and buying equipment. After the GM has approved the interim delvers and saved a copy of their stats and gear, the players can add lenses, making only the revisions that these explicitly allow. They keep all their old possessions, although a lens might add Signature Gear

(defined when it's added) or Wealth (in which case the *difference* in starting money is available for new stuff).

Mix and Match: If the goal is simply to offer an alternative way to generate 250-point PCs – alongside 250-point templates and/or freeform character design – then each player looks at his selected template and lens simultaneously, and picks and chooses abilities as if from a 250-point template. In that case, select quirks and spend the points from them at the end. Likewise, buy gear all in one go, using the final PC's full allowance of starting money.

The "mix and match" approach is quicker. It's also fairer in a campaign where some players are using 250-point templates, as it lets everyone take the long view on abilities and gear. The "zero to hero" method is more *interesting*, but as it results in marginally less optimized PCs, the GM should make it mandatory for everyone or no one. Still, nothing prevents a player who doesn't *have* to create his character this way from deciding to do so anyway!

Individuality

Characters designed using 125-point templates with 125-point lenses will be equal in *power* to delvers who use 250-point templates from other *Dungeon Fantasy* volumes – both receive 250 points' worth of capabilities. They'll be different in *nature*, however, because the packages in *Henchmen* are designed to be interesting and self-contained at 125 points, leading to different breakpoints than make sense at 250 points. That doesn't mean you couldn't arrive at almost any design either way with shrewd choices and enough head-scratching. You could, but that isn't the point.

The primary reason to use two-part builds is to achieve a better match to the player's goals. By starting out with any of 10 templates and adding one of 12 lenses, gamers end up with far more options than the published 250-point templates afford. Their PCs also get to mix professions on starting points instead of using the costly system in *The Next Level*. Folding in *Nonhumans* (p. 39) opens up even more possibilities!

Just be careful not to get *too* creative. See *What Works and What Doesn't* (p. 35) for more on this.

ADEPT

+125 points

Whatever your former vocation, magic is your current one. You might have taken a break from adventuring for formal study, learned in the field (not *always* a euphemism for “made a pact with demons”), or spontaneously acquired occult abilities (ditto). This lens best suits the apprentice (pp. 6-8) – although for a straight-up demonologist, elemental, necromancer, or wizard, using the relevant 250-point template is quicker than turning an apprentice into an adept. Becoming an adept is also ideal for delvers who want to mix magical and nonmagical expertise, or even cast two classes of spells.

Attributes: IQ +2 [40].

Secondary Characteristics: FP +3 [9].

Advantages: 21 points chosen from among your template's advantage options or IQ +1 [20], HT +1 or +2 [10/level], Will +1 to +4 [5/level], FP +1 to +7 [3/level], Autotrance [1], Channeling (Specialized*, -50%) [5] or Channeling [10], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level], Languages (any) [2-6/language], Licensed Exorcist* (*Summoners*, p. 5) [1], Luck [15], Medium (Specialized*, -50%) [5] or Medium [10], Mind Shield [4/level], Signature Gear [Varies], Slayer Training (*Summoners*, p. 7) [Varies], Spirit Badge (*Summoners*, p. 5) [1], Spirit Empathy (Specialized*, -50%) [5] or Spirit Empathy [10], Spirit Weapon (*Summoners*, p. 5) [1], or Wealth (Comfortable or Wealthy) [10 or 20]. • Anyone with Magic Resistance *must* devote some of these points to replacing it with an equal level of Magic Resistance (Improved, +150%) [5/level], at 3 points per level upgraded. • Anyone with written comprehension of None [-3], Broken [-2], or Accented [-1] in his native language *must* buy this off using some of these points!

Disadvantages: Optionally, switch (*don't* add) up to -20 points of existing disadvantages of any kind for difficulties resulting from your immersion in the occult – Appearance (Unattractive, Ugly, or Hideous) [-4, -8, or -16], Disturbing Voice [-10], Frightens Animals [-10], Phantom Voices (Annoying) [-5], Social Stigma (Excommunicated)† [-10], Unfit [-5] or

Very Unfit [-15], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15] – or for Wealth (Struggling or Poor) [-10 or -15], reflecting high tuition fees.

Skills: A total of 20 points chosen from Fast-Draw (Potion) or Innate Attack (any), both (E) DX [1], DX+1 [2], or DX+2 [4]; Body Sense (H) DX-2 [1], DX-1 [2], or DX [4]; Hazardous Materials (Magical), Hidden Lore (Demons, Elementals, Magic Items, Magical Writings, Secret Writings, Spirits, or Undead), Occultism, Research, Speed-Reading, Teaching, or Writing, all (A) IQ-1 [1], IQ [2], or IQ+1 [4]; Expert Skill (Natural Philosophy or Thanatology), Philosophy, Physiology (monster type), Psychology (Demons or Elementals), or Theology, all (H) IQ-2 [1], IQ-1 [2], or IQ [4]; Alchemy or Thaumatology, both (VH) IQ-3 [1], IQ-2 [2], or IQ-1 [4]; or Exorcism or Meditation, both (H) Will-2 [1], Will-1 [2], or Will [4]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

Special Abilities and Spells: Select *one* of these 35-point packages of traits. Deathliness, Demonic Attunement, Elemental Influence, and Magery levels increase any existing levels, to a maximum of six levels (put excess points into more spells and abilities).

Demonologist: Demonic Attunement 2 [16]. • 19 points total in any combo of Demonic Attunement 3 [8], Demonological abilities, and demonologist spells (*Summoners*, p. 8). Each spell will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Demonic Attunement.

Elementalist (Generalist): Elemental Influence 2 (All Elements) [20]. • 15 points total in any combo of Elemental Influence 3 [10], Elemental abilities, and elementalist spells (*Summoners*, pp. 10-11). Each spell will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Elemental Influence.

Elementalist (Specialist): Elemental Influence 2 (One Element) [16]. • 19 points total in any combo of Elemental Influence 3 [8], Elemental abilities, and elementalist spells *for your element*. Each spell will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Elemental Influence.

Necromancer: Deathliness 2 [16]. • 19 points total in any combo of Deathliness 3 [8], Necromantic abilities, and deathly spells (*Summoners*, p. 15). Each spell will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Deathliness.

Wizard: Magery 2 [25]. • 10 points total in either Magery 3 [10] or 10 wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery. • Adepts with existing Magery get Magery +2 [20] and 15 points in extra Magery or spells. • Those with Thaumatology should add their Magery level to their skill level.

* Choose one specialty: Demons, Elementals, or Ghosts.

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

BURGLAR

+125 points

The ultimate goal of dungeon delving is recovering treasure. You've grown good at that – and at “recovering treasure” from passersby in town, for that matter! This lens is ideal for the cut-purse (pp. 10-12) who wants to upgrade to a full-fledged thief. It also suits the killer (pp. 14-15) or skirmisher (pp. 16-17) with designs on becoming an assassin or a *sneaky* warrior.

What Works and What Doesn't

From a stats viewpoint, each lens in Chapter 2 should work flawlessly with any template from Chapter 1. In the worst-case scenario of a duplicate trait, take it once and spend the point value of the second instance on something else from either package. However, mathematical compatibility doesn't guarantee that every possible combination is equally playable.

The best pairings involve overlapping strengths. Mixing a lens and a template with fundamentally different key capabilities may give a generalist who's spread too thin to carve out a niche, letting down the party and disappointing the player. For instance, apprentice and adept, or initiate and priest, yields an expert at one field of magic; apprentice and priest, or initiate and adept, results in a hero who has paid twice for spellcasting ability, albeit of two varieties, at lower levels (as Power Investiture doesn't "stack" with the likes of Magery).

It's also wise to avoid overlapping weaknesses if there are no compensating strengths. In the spellcaster examples above, combat skills are lacking but both heroes get potent *magic*, which has its uses in battle! However, a sage who adds the treasure-hunter lens ends up a skill-based non-combatant who lacks special abilities that can serve him in battle or convince the other PCs' to protect him.

Some advice, then:

Agent: High IQ helps *adept*, *gadgeteer*, *learned*, or *priest* pay off. Overlapping moneymaking abilities make *treasure-hunter* a good bet. The shared focus on manipulating people goes well with *psi* or *troubadour*.

Apprentice: The best match is *adept*. High IQ complements *gadgeteer* and *learned*. In theory, the same could be said of priest, psi, and troubadour; in practice, two distinct sets of special abilities are costly.

Archer: *Veteran* yields a high-skill fighter; *champion*, a bow-using holy warrior; and *genin*, a ninja bowman. Don't overlook *adept* if the GM lets new PCs buy Spell Archery (*The Next Level*, p. 41).

Brute: Most brutes end up with *veteran*. Select *champion*, *genin*, or *monk* for a no-nonsense (un)holy warrior, ninja, or martial artist, respectively. *Priest* offers an alternative holy warrior build.

Cutpurse: A cutpurse has brains enough to exploit *adept*, *gadgeteer*, *learned*, *priest*, *psi*, or *troubadour*. The mutual emphasis on stealth suggests *genin*. For a pure thief, take *burglar* or maybe *treasure-hunter*.

Initiate: The optimal fit is *priest*. *Champion* and *veteran* both yield holy warriors of sorts. High IQ supports *gadgeteer* and *learned*, but as with the apprentice, mixing unrelated special abilities (like adept or psi) gets marginal.

Killer: *Genin*, *monk*, and *veteran* give a ninja, sneaky murderer, and brutal knee-breaker, respectively. For the fantasy "assassin" who's actually a bloodthirsty thief, pick *burglar*. And for an unholy warrior, take *champion*.

Sage: The sage is designed to go with *gadgeteer* or *learned*, but could pull off *adept*, *priest*, *psi*, or *troubadour* instead. Picking one of these lenses for its special abilities ensures that he won't end up dead weight – or just dead.

Skirmisher: Select *genin* for a ninja warrior, *monk* for an agile martial artist, or *veteran* for a straight-up swordsman. *Champion* fits rascally unholy warriors; *troubadour*, dexterous bards; and *treasure-hunter*, soldiers of fortune.

Squire: The best choices are *champion* for a classic holy warrior or *veteran* for a true knight. *Priest* also works for a holy warrior.

Attributes: DX +1 [20]; IQ +1 [20].

Secondary Characteristics: Per +1 [5]; Basic Move +1 [5].

Advantages: One of ST +1 [10] and HT +1 [10]; DX +1 [20]; or IQ +1 [20]. • Flexibility [5]; High Manual Dexterity 1 [5]; and Perfect Balance [15]. • If you already have one of these three traits from your template, you may spend its point cost on more of that template's advantage options.

Disadvantages: Optionally, change (*don't* add) -15 points of existing disadvantages of any kind to one of Greed (12) [-15], Kleptomania (12) [-15], or Trickster (12) [-15], provided that you don't *already* have that trait.

Skills: Climbing (A) DX+3*† [1]; Escape (H) DX+1* [1]; Filch (A) DX-1 [1]; Forced Entry (E) DX [1]; Lockpicking (A) IQ+1 [4]; Observation (A) Per [2]; Pickpocket (H) DX‡ [2]; Search (A) Per [2]; Stealth (A) DX+2 [8]; and Traps (A) IQ+1 [4]. • Spend another 4 points on those skills or Acrobatics (H) DX-1 [1], DX [2], or DX+1 [4]†; Gesture (E) IQ [1], IQ+1 [2], or IQ+2 [4]; Cartography, Connoisseur (any), Fast-Talk, Gambling, Holdout, Merchant, Shadowing, Smuggling, or Streetwise, all (A) IQ-1 [1], IQ [2], or IQ+1 [4]; Poisons (H) IQ-2 [1], IQ-1 [2], or IQ [4]; Scrounging (E) Per [1], Per+1 [2], or Per+2 [4]; or Lip Reading or Urban Survival, both (A)

Per-1 [1], Per [2], or Per+1 [4]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

* Includes +3 for Flexibility.

† Includes +1 for Perfect Balance.

‡ Includes +1 for High Manual Dexterity.

CHAMPION

+125 points

A god has chosen you as a champion! You might have impressed your divine master through deeds, been converted in the field, joined a sect of crusaders, received a vision, had a near-death experience, or found yourself resurrected with a new mission. This lens can fit any template, but a holy warrior usually starts as a brute (pp. 9-10) or a squire (pp. 17-18), while an unholy warrior begins as a brute (pp. 9-10) or a killer (pp. 14-15). While it's available to *anyone* who wants to battle evil (or good), its gifts manifest as assistance in combat, not as spells.

Attributes: IQ +2 [40]; HT +1 [10].

Secondary Characteristics: Will +2 [10].

Advantages: One of these options:

Holy: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 2* [10]; and Shtick (Foes slain personally can't rise as undead) [1]. • 25 points in Holy abilities. • A further 5 points in additional Holy abilities or your template's advantage options.

Unholy: Higher Purpose (Slay Servitors of Good) [5]; Legionary of the Damned (*The Next Level*, p. 27) [1]; and Unholiness 2* [10]. • 25 points in Unholy abilities (*The Next Level*, p. 41). • A further 5 points in additional Unholy abilities or your template's advantage options.

Disadvantages: Change -10 points of existing disadvantages of any kind to one of Honesty (12) [-10], Sense of Duty (Good entities) [-10], or Vow (Own no more than horse can carry) [-10] if "holy," or Social Stigma (Excommunicated)† [-10] if "unholy," unless you *already* have a suitable trait.

Skills: Esoteric Medicine (Holy) (H) Per-2 [1] if "holy" or Poisons (H) IQ-2 [1] if "unholy." • Exorcism (H) Will [4]; Hidden Lore (Demons or Undead) (A) IQ [2]; Intimidation (A)

Will-1 [1]; Meditation (H) Will-2 [1]; Physiology (creature type) (H) IQ [4]; Psychology (same creature type) (H) IQ [4]; Religious Ritual (H) IQ-2 [1]; and Theology (H) IQ-2 [1]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

* If you have standard Power Investiture, you can't choose "unholy," already have the equivalent of Holiness, and should instead spend 10 points on Holy abilities or your template's advantage options. If you have Power Investiture (Unholy), you can't choose "holy," already have the equivalent of Unholiness, and should instead spend 10 points on Unholy abilities or your template's advantage options.

† Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

GADGETEER

+125 points

Note: Several special traits here come from **Sages**. Gamers without access to that supplement should pick a different lens.

Having gear tuned up in town gets expensive . . . and when the need for a specific gizmo arises in the dungeon, returning to civilization is rarely an option. Thus, you've learned how to do your own work. Adding this lens to a sage (pp. 15-16) yields something close to a "pure" artificer – although it's quicker to use the 250-point artificer template. More interestingly, give it to an agent (pp. 4-6) to build a delver who earns extra money making and selling widgets; to an apprentice (pp. 6-8) or an initiate (pp. 12-14) for an artisan with supernatural inspiration, like an alchemist or the priest of an artificer god; to a cutpurse (pp. 10-12) or a killer (pp. 14-15) to create a master of traps and spy gadgets; or to an archer (pp. 8-9), a brute (pp. 9-10), a skirmisher (pp. 16-17), or a squire (pp. 17-18) for a hero who can *make* as well as use weapons and armor.

Attributes: IQ +1 [20].

Advantages: Dungeon Artificer 2 [10]; Equipment Bond (any) [1]; Gizmos 1 [5]; and Quick Gadgeteer [50]. • An additional 20 points chosen from among your template's advantage options or DX +1 [20], IQ +1 [20], Dungeon Artificer 3 or 4 [5 or 10], Equipment Bond (any) [1/item], Gizmos [5/level], High Manual Dexterity 1-4 [5/level], Lifting ST 1-3 [3/level], Luck [15], Serendipity 1 [15], Signature Gear [Varies], Versatile [5], Wealth (Comfortable or Wealthy) [10 or 20], or Weapon Bond [1].

Disadvantages: Optionally, replace up to -10 points of existing *mental* disadvantages or reduced Wealth with any of Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Curious [-5*], or Compulsive Inventing [-5*] – your zeal for your new profession can help you deal with old problems at the cost of new ones.

Skills: Alchemy (VH) IQ+1 [4]†; Engineer (Gadgets) (H) IQ+1 [2]†; Fast-Draw (Gadget) (E) DX+2 [1]†; and Scrounging (E) Per+2 [1]†. • Spend another 11 points on those skills or Crossbow, Forced Entry, Knot-Tying, or Leatherworking, all (E) DX [1] or DX+1 [2]; Armoury (Body Armor, Melee Weapons, or Missile Weapons) or Traps, both (A) IQ+1 [1], IQ+2 [2], or IQ+3 [4]†; Architecture, Holdout, Lockpicking, Merchant, or Smith (any), all (A) IQ-1 [1], IQ [2], or IQ+1 [4]; or Counterfeiting or Jeweler, both (H) IQ-2 [1], IQ-1 [2], or IQ [4].

Other Optics

While **Henchmen** emphasizes 62- and 125-point NPCs, and supports 125- and 250-point PCs, weirder possibilities exist:

- **175-point characters:** Groups with **Dungeon Fantasy** books that include 50-point cross-profession lenses (like *The Next Level*) may wish to add these to the 125-point templates in Chapter 1. To do so, consult *Niche Substitution* (p. 5) to match the 125-point template to a 250-point one, and then select a 50-point lens intended for the latter template. Such matches *won't* be perfect – expect a lot of tweaking. If you have 175-point PCs, then you could let them buy 175-point Allies, too; at 100% of the PC's points, such an Ally costs a base 5 points before adjusting for frequency of appearance.

- **187-point characters:** The lenses in Chapter 2 could be added to the 62-point templates in Chapter 1, yielding 187-point characters. Follow the rules in *As Custom Delves* (pp. 33-34), but start from a bargain template. Allies created this way are worth 75% of the PC's points, and cost a base 3 points, in a 250-point campaign; 100% of the PC's points, and cost a base 5 points, in a game where the PCs themselves are built this way; and 150% of the PC's points, and cost a base 10 points, in a 125-point campaign. Adjust these Ally point costs for frequency of appearance. It's up to the GM whether "torch-bearer adepts" and "cultist veterans" make sense!

- **250-point NPCs:** As briefly mentioned under *Point Cost* (pp. 26-28), the lenses in Chapter 2 could be added to the 125-point templates in Chapter 1 to create 250-point Allies for 250-point PCs. As these are more likely than torch-bearer adepts, the pricing appears on the *Allies Table* (p. 26).

- **375-point characters:** One could even slap the 125-point lenses in Chapter 2 onto 250-point PCs built using other **Dungeon Fantasy** supplements! The effect would be like cross-profession templates on steroids (err, *strength potions*). The 187-point Allies noted above would be worth 50% of such a PC's points, and have a base cost of 2 points; 375-point Allies, at 100% of the PC's points, would cost a base 5 points.

- Delvers who *already* have the minimum level in all four required skills, and/or who have 11 points in those listed as options, may spend the earmarked points on *any* skill mentioned here.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Dungeon Artificer.

GENIN

+125 points

Note: Several special traits here come from **Ninja**. Gamers without access to that supplement should pick a different lens.

You've attained that ultimate of delver goals: becoming a *ninja*. Perhaps you found a clan willing to take you in, or maybe a *sensei* chose to pass along his knowledge to you. However it happened, you proudly wear the black pajamas without fear of reprisals. This lens is suitable for anyone who wants to add ninja abilities to his bag of tricks, although the closest matches to the ninja template start with a cutpurse (pp. 10-12), a killer (pp. 14-15), or a skirmisher (pp. 16-17). Add it to a brute (pp. 9-10) to become a beat-it-to-death kind of ninja, or to a squire (pp. 17-18) for the mythical "honorable assassin." More cerebral delvers may find this lens less effective due to its emphasis on close-in combat.

Attributes: DX +1 [20].

Advantages: Ninja Talent 2 [20] *and* Weapon Master (Ninja Weapons) [35]. • 20 points in Ninja Training abilities (**Ninja**, pp. 5-6); put leftovers into special skills.

Disadvantages: Change -15 points of existing disadvantages of any kind to Vow (Ninja Secrecy) [-5] *and* Vow (Own no more than what can be carried) [-10], unless you *already* have the trait in question.

Skills: Climbing (A) DX-1 [1]; Judo (H) DX-1 [2]; Karate (H) DX-1 [2]; Poisons (H) IQ-2 [1]; *and* Stealth (A) DX+2 [8]. • Spend another 8 points total on at least *two different* skills from among Fast-Draw (any), Knife, or Thrown Weapon (Knife *or* Shuriken), all (E) DX [1], DX+1 [2], or DX+2 [4]; Axe/Mace, Bow, Jitte/Sai, Polearm, Shortsword, Spear, Staff, Throwing, or Tonfa, all (A) DX-1 [1], DX [2], or DX+1 [4]; or Blowpipe or Kusari, both (H) DX-2 [1], DX-1 [2], or DX [4]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

Special Skills*: Two of Blind Fighting (VH) Per+1 [4]; Hypnotism (H) IQ+2 [4]; Invisibility Art (VH) IQ+1 [4]; Light Walk (H) DX+2 [4]; or Mental Strength (E) Will+4 [4].

* All skills include +2 for Ninja Talent.

LEARNED

+125 points

Note: Several special traits here come from **Sages**. Gamers without access to that supplement should pick a different lens.

You've hit the books – but while anybody might study languages or skills, you've learned the ancient secrets of memory and looking inward to solve new problems with what you already know. Adding this lens to a sage (pp. 15-16) is one way to build a scholar, although the 250-point scholar template is

quicker. An agent (pp. 4-6), a cutpurse (pp. 10-12), or a killer (pp. 14-15) could make a killing (in more than one sense!) with access to the right information, while the occasional apprentice (pp. 6-8) or initiate (pp. 12-14) favors wisdom over sheer magical power. Even *warriors* sometimes spend newfound wealth on a proper education, especially if they aspire to rule.

Attributes: IQ +2 [40].

Advantages: Book-Learned Wisdom 1 (2) [9]; Eidetic Memory [5]; *and* Wild Talent 1 (No Advantage Requirements, +50%) [30]. • An additional 30 points chosen from among your template's advantage options or IQ +1 [20], Will +1 to +4 [5/level], Per +1 to +4 [5/level], more Book-Learned Wisdom [5/slot + 2/point in slot], Fearlessness [2/level], Higher Purpose (Seek Knowledge)† [5], Intuition [15], Languages (any) [2-6/language], Luck [15] *or* Extraordinary Luck [30], Signature Gear [Varies], Wealth (Comfortable *or* Wealthy) [10 or 20], Wild Talent 2 (No Advantage Requirements, +50%) [30], or improve Eidetic Memory [5] to Photographic Memory [10] for 5 points. • Anyone with written comprehension of None [-3], Broken [-2], or Accented [-1] in his native language *must* buy this off using some of these points!

Disadvantages: Optionally, replace up to -15 points of existing *mental* disadvantages with any of Bad Sight (Mitigator, Corrective Spectacles, -60%) [-10], Curious [-5*], Intolerance (Stupid people – IQ 10 or less) [-5], Obsession (Learn one specific, *dangerous* thing) [-5*], Wealth (Struggling *or* Poor) [-10 or -15], or Xenophilia [-10*]. Among the things you might learn is the discipline to overcome old problems – in the course of which you're liable to become eccentric, bankrupt, or half-blind from staring at old tomes.

Skills: Cartography (A) IQ-1 [1]; Research (A) IQ-1 [1]; Speed-Reading (A) IQ [2]; Teaching (A) IQ-1 [1]; *and* Writing (A) IQ-1 [1]. • Spend another 5 points on those skills or Savoir-Faire (High Society) (E) IQ [1]; Architecture, Hazardous Materials (Magical), Heraldry, Hidden Lore (Demons, Elementals, Faeries, Lost Civilizations, Magic Items, Magical Writings, Spirits, *or* Undead), Occultism, Prospecting, or Traps, all (A) IQ-1 [1], IQ [2], or IQ+1 [4]; Diagnosis, Naturalist, Pharmacy (Herbal), Philosophy (any), Physiology (any), Poisons, Psychology (any), Strategy, Theology (any), or Veterinary, all (H) IQ-2 [1], IQ-1 [2], or IQ [4]; or Alchemy, Surgery, or Thaumatology, all (VH) IQ-3 [1], IQ-2 [2], or IQ-1 [4]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

* Multiplied for self-control number; see p. B120.

† Gives +1 to *any* roll made to bargain for books, decipher runes, communicate with sphinxes, etc.

MONK

+125 points

You might have found a hidden sanctuary of mysterious martial artists, meditated atop a mountain until you reached enlightenment, or watched a dire crane battle a flesh-eating ape. Whatever your inspiration, you've turned your delving experience *inward* and developed your chi. *Anyone* who desires Chi abilities can become a monk, but such gifts demand solid combat skills to be useful; thus, warriors have the most to gain. This lens is particularly valuable to the brute (pp. 9-10), killer (pp. 14-15), skirmisher (pp. 16-17), and squire (pp. 17-18).

Back in My Day

The option to create 250-point PCs by adding 125-point lenses to 125-point templates normally coexists with 250-point templates; choosing between these methods is left to the player. Alternatively, the GM might *require* the two-step approach. Standard 250-point professions remain attainable through suitable choices: squire + veteran = knight, apprentice + adept = wizard, etc. However, the GM can have the players build well-rounded PCs using their chosen 125-point templates, and then copy the junior delvers' character sheets before lenses are added. After that, the players complete their 250-point heroes by picking lenses, while the GM keeps the lower-powered designs around for interesting times.

Flashbacks

The GM could hand out character sheets for the delvers' low-powered past selves and run an adventure that delivers information about the campaign. For instance, the 125-point PCs might visit a dungeon where they narrowly escape defeat . . . and campaign continuity could resume with the adventurers returning as mighty 250-point heroes. This is worth the players' time because it delivers *free clues*.

The GM could even have past events grant traits to the present-day delvers. By roleplaying their PCs' past selves, the players might earn points toward unknown abilities that "awaken" at an opportune moment in the present, possibly increasing the heroes' point values. For example, they might game out saving a princess as youths, only to gain 10 points

in Wealth when she turns up to bankroll their next quest in the here-and-now. This isn't as odd as it appears – points are awarded for roleplaying, and the players *have* roleplayed.

The GM is advised not to maim or kill the heroes in the past. After all, they're alive and well in the present. However, giving out some bad with the good – for a 0-point change – is fine. Perhaps that princess *also* passed along a dormant -10-point Divine Curse!

Curses!

A powerful curse might "roll back" heroes to their low-powered former selves! Unless the delvers fail in a way that's evidently the *players'* fault – and to which the clear alternative is "everybody dies" – this should be *temporary*. It's mean-spirited to have the players commit hours to developing their PCs, only to lose everything, rendering that time a waste. However, the cure need not be trivial, and the quest for it could be an epic adventure made more challenging by the adventurers' lack of power.

The classic dungeon-fantasy curse comes from a fearsome demon or specter that drains "life energy" (read: "points"). Another malison is the mental block that forces the delvers to limit *themselves* to their former abilities – a good choice if they fall afoul of a powerful psionic boss like a mindwarper and the GM isn't bent on killing them. Even weirder is involuntary time travel, where the "real" PCs sit in temporal stasis as their past selves seek to break the curse, guided by visions and omens from their future.

Attributes: DX +1 [20].

Secondary Characteristics: Will +1 [5]; Basic Move +1 [5].

Advantages: Chi Talent 2 [30] *and* Trained by a Master [30].

- 20 points in Chi abilities; put leftovers into special skills.

Disadvantages: Change -10 points of existing disadvantages of any kind to Disciplines of Faith (Chi Rituals) [-10], unless you *already* have that trait.

Skills: Meditation (H) Will-2 [1]. • If you already know Meditation, spend a point to improve it *or* another skill on your template. • Add Judo (H) DX to template options that include Sumo Wrestling or Wrestling, and Karate (H) DX to those that include Brawling or Boxing.

Special Skills*: Seven of Immovable Stance, Light Walk, Parry Missile Weapons, Push, or Throwing Art, all (H) DX+1 [2]; Breaking Blow, Flying Leap (requires Power Blow), or Pressure Points, all (H) IQ+1 [2]; Breath Control or Kiai, both (H) HT+1 [2]; Body Control (VH) HT [2]; Mental Strength (E) Will+3 [2]; Mind Block (A) Will+2 [2]; Autohypnosis or Power Blow, both (H) Will+1 [2]; Esoteric Medicine (Chi) (H) Per+1 [2]; or Blind Fighting (VH) Per [2].

* All skills include +2 for Chi Talent.

PRIEST

+125 points

The Powers That Be have rewarded all your hacking and slashing! Perhaps the spirits or gods deigned to recognize your

work (traditionally "killing enough monsters they don't like," "fetching sacred gewgaws," or "donating tons of loot"), maybe you proved your worth to their earthly representatives (by killing, fetching, and donating), or conceivably you got religion while recuperating at a temple or a shaman's yurt. While any template can adopt this lens, the initiate (pp. 12-14) calls for special care: you need not choose the same package for template and lens, but you can't combine "evil cleric" with "good cleric," and if you *do* pick identical options, consider saving some time by using the relevant 250-point template.

Attributes: IQ +1 [20]; HT +1 [10].

Advantages: 30 points chosen from among your template's advantage options or ST +1 [10], IQ +1 [20], HT +1 [10], Will +1 to +6 [5/level], FP +1 to +10 [3/level], Animal Friend 1-4 [5/level], Autotrance [1], Channeling [10], Clerical Investment [5], Fearlessness [2/level], Green Thumb 1-4 [5/level], Healer 1-3 [10/level], Higher Purpose (Serve your people, protect the spirit realm, etc.) [5], Languages (any) [2-6/language], Licensed Exorcist (**Summoners**, p. 5) [1], Luck [15] *or* Extraordinary Luck [30], Medium [10], Mind Shield [4/level], Outdoorsman 1-3 [10/level], Resistant to Evil Supernatural Powers (+3) or (+8) [5 or 7], Signature Gear [Varies], Spirit Badge (**Summoners**, p. 5) [1], Spirit Empathy [10], Spirit Weapon (**Summoners**, p. 5) [1], or Wealth (Comfortable *or* Wealthy) [10 or 20]. • Anyone with Magic Resistance *must* devote some of these points to replacing it with an equal level of Magic Resistance (Improved, +150%) [5/level], at 3 points per level upgraded.

Disadvantages: Change at least -10 points of existing disadvantages of any kind to ones that reflect your indoctrination, vows, or standing as a holy person, unless you already have that many points of these traits:

Druid: Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Sense of Duty (Wild Nature) [-15], Vow (Vegetarianism or Never sleep indoors) [-5 or -10], or Wealth (Struggling or Poor) [-10 or -15].

Evil Cleric: Social Stigma (Excommunicated)* [-10].

Good Cleric: Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10]. • If you have Social Stigma (Excommunicated)* for some reason, you *must* replace it with one of these choices!

Shaman: Code of Honor (Shaman's) [-5], Disciplines of Faith (Ritualism or Mysticism) [-5 or -10], Sense of Duty (Regular Spirit-Helpers or A large category of spirits) [-5 or -10], or Vow (Vegetarianism or Always help a spirit of some specific type who asks for aid) [-5 or -10].

Skills: A total of 20 points chosen from Innate Attack (any) (E) DX [1], DX+1 [2], or DX+2 [4]; First Aid, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1], IQ+1 [2], or IQ+2 [4]; Hidden Lore (Demons, Elementals, Faeries, Spirits, or Undead), Occultism, Public Speaking, Research, Teaching, Weather Sense, or Writing, all (A) IQ-1 [1], IQ [2], or IQ+1 [4]; Diagnosis, Diplomacy, Naturalist, Pharmacy (Herbal), Poisons, Religious Ritual (any), Theology (any), or Veterinary, all (H) IQ-2 [1], IQ-1 [2], or IQ [4]; Herb Lore or Surgery, both (VH) IQ-3 [1], IQ-2 [2], or IQ-1 [4]; Exorcism or Meditation, both (H) Will-2 [1], Will-1 [2], or Will [4]; or Detect Lies or Esoteric Medicine (any), both (H) Per-2 [1], Per-1 [2], or Per [4]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

Special Abilities and Spells: Select one of these 45-point packages, which must match your disadvantage choice. In all cases, each spell will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture. Power Investiture of the same type is cumulative with existing levels, to a maximum of six levels (put excess points into more spells and abilities).

Druid: Power Investiture 2 (Druidic) [20]. • 25 points total in any combo of Power Investiture 3 (Druidic) [10], Druidic abilities, and druidic spells.

Evil Cleric: Power Investiture 2 (Unholy) [20]. • 25 points total in any combo of Power Investiture 3 (Unholy) [10], Unholy abilities (*The Next Level*, p. 41), and evil clerical spells (*The Next Level*, p. 24).

Good Cleric: Power Investiture 2 [20]. • 25 points total in any combo of Power Investiture 3 [10], Holy abilities, and clerical spells.

Shaman: Power Investiture 2 (Shamanic) [20]. • 25 points total in any combo of Power Investiture 3 (Shamanic) [10]; Shamanic Allies, Contacts, or Patrons [Varies]; Shamanic abilities; and Shamanic spells (*Summoners*, pp. 17-19).

* Helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren't* affected!

Nonhumans

Note: Nonhuman races dwell in *The Next Level*.

Using templates and lenses from *Henchmen* for nonhuman delvers requires some thought. A 62- or 125-point character may need the measures on pp. 4-5 of *The Next Level* to afford a racial template:

- Skim points from advantage allowances: 10 points for guards, laborers, and torch-bearers; 20 for agents, cultists, and initiates; 21 for apprentices; 25 for archers, brutes, cutpurses, killers, servants, and squires; 35 for skirmishers; and 45 for sages.
- Snag 5 points from quirks.
- Steal up to 1/3 of points earmarked for special abilities – that is, 11 points for apprentices and initiates.
- Eliminate overlap; e.g., an elf has Magery 0, saving 5 points on Magery.

If the GM allows this for *henchmen*, the player selects the race and suggests where the points come from. Many combinations won't be affordable! Races that cost up to 20 points are widely attainable – but 62-point sidekicks are often 0-point goblins and halflings.

For PCs, this matter is left to player ingenuity. A 125-point game calls for the budgetary tricks above. At 250 points, it's easy to add a racial template to a 125-point character template, perhaps in lieu of a 125-point lens. The latter option may not be available if the GM is using *Back in My Day* (p. 33). In that case, the player who wants a nonhuman PC must budget for a racial template for his 125-point hero and then add a 125-point lens – or convince the GM that his 125-point human hero was, say, shape-changed or reincarnated!

For reference, here are the racial costs from *The Next Level*:

0 points: Goblin, Halfling.

15 points: Hobgoblin, Orc, Wildman.

20 points: Corpse-Eater, Dark One, Dwarf, Faun, Gnome, Half-Elf, Half-Ogre, Half-Orc, High Elf, Leprechaun, Mountain Elf, Nymph, Sea Elf, Shadow Elf, Troll, Wood Elf.

25 points: Gargoyle, Pixie, Winged Elf.

30 points: Dragon-Blooded, Lizard Man.

40 points: Cat-Folk, Minotaur, Ogre.

75 points: Air-Infused, Celestial, Coleopteran, Earth-Infused, Elder-Spawn, Fire-Infused, Infernal, Water-Infused.

A 250-point adventurer using one of these racial templates as a "lens" can do so in either of two ways:

1. Buy the racial template out of his 125-point lens budget and spend the residue on more abilities from his character template; e.g., a pixie could buy the apprentice template, add the pixie template, and invest the 100-point balance in apprentice options (more IQ, FP, spells, etc.).

2. Buy a standard lens and apply the tricks for affording racial templates to eke points from his *lens* instead of his character template; e.g., that pixie might buy the apprentice template and adept lens, and tap the lens' advantages (21 points) and 1/3 of its special abilities (11 points) for the points to be a pixie.

If the GM allows such 250-point designs as henchmen to 250-point delvers, base Ally cost is 5 points.

PSI

+125 points

Note: Several special traits here come from **Psi**. Gamers without access to that supplement should pick a different lens.

You might have deliberately sought out bald-headed psychic ascetics for training, had a run-in with Elder Things (or their artifacts, or their dungeons), survived enslavement or attack by psionic enemies, or suffered a traumatic head injury. Whatever the explanation, you now have psi powers! You aren't a full-fledged, dedicated mentalist, but you're no mere dabbler. While this lens is most effective when added to a high-IQ template like the agent (pp. 4-6), apprentice (pp. 6-8), initiate (pp. 12-14), or sage (pp. 15-16), it includes the potential to boost IQ by two levels, which can make this option credible even for thick-as-a-brick fighters.

Attributes: IQ +1 [20].

Secondary Characteristics: Will +1 [5]; FP +1 [3].

Advantages: Psi Talent 2 [10] and Unusual Background (Psionic) [10]. • 25 points chosen from among your template's advantage options or IQ +1 [20], Will +1 to +5 [5/level], Per +1 to +5 [5/level], FP +1 to +8 [3/level], Animal Empathy [5], Charisma 1 or 2 [5 or 10], Danger Sense [15], Eidetic Memory [5] or Photographic Memory [10], Luck [15], Resistant to Psionics (+1 to +6) [2/level], Serendipity 1 [15], Signature Gear [Varies], Smooth Operator 1 [15], Spirit Empathy [10], or, Wealth (Comfortable or Wealthy) [10 or 20].

Disadvantages: Optionally, switch (*don't* add) up to -20 points of existing disadvantages of any kind for problems caused by the trauma or ordeal that gave you your powers: HT -1 [-10], Delusion ("Elder Things are my friends!") [-5], Frightens Animals [-10], Obsession (Learn something *dangerous* involving Elder Things) [-5*] or (Become a world-class psi at *any* cost) [-10*], Paranoia [-10], Unfit [-5], Weirdness Magnet [-15], Wounded [-5], or Xenophilia [-10*].

Skills: Hidden Lore (Psi) (A) IQ+1 [4]. • A total of 8 points chosen from Innate Attack (Gaze) (E) DX [1], DX+1 [2], or DX+2 [4]; Aerobatics (H) DX-2 [1], DX-1 [2], or DX [4]; Acting, Fast-Talk, Gambling, Hidden Lore (Elder Things), Interrogation, Occultism, Research, or Teaching, all (A) IQ-1 [1], IQ [2], or IQ+1 [4]; Diplomacy, Hypnotism, or Psychology (any), all (H) IQ-2 [1], IQ-1 [2], or IQ [4]; Mental Strength (E) Will [1], Will+1 [2], or Will+2 [4]; Mind Block (A) Will-1 [1], Will [2], or Will+1 [4]; Meditation (H) Will-2 [1], Will-1 [2], or Will [4]; Body Language, Lip Reading, Observation, Search, or Tracking, all (A) Per-1 [1], Per [2], or Per+1 [4]; or Detect Lies (H) Per-2 [1], Per-1 [2], or Per [4]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

Special Abilities: 40 points total in any combo of Psi Talent 3 or 4 [5 or 10], Psionics abilities, and psi perks.

* Multiplied for self-control number; see p. B120.

TREASURE-HUNTER

+125 points

You've spent enough time adventuring – across miles of wilderness, down countless dungeons, and through scores of

scummy towns – to turn every delver's goal of "getting rich" into a profession in itself! You're more experienced than the competition, quicker (mentally and physically), and almost certainly luckier and greedier. *Anyone* might pick this lens to represent general "lessons learned" instead of specific skill when it comes to wheeling, dealing, and stealing. However, an agent (pp. 4-6) or a cutpurse (pp. 10-12) has the most to gain, as it significantly amplifies across-the-board ability at all sorts of schemes.

Attributes: DX +2 [40]; IQ +2 [40].

Advantages: 30 points chosen from among your template's advantage options or ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], HP +1 to +3 [2/level], Will +1 to +3 [5/level], Per +1 to +3 [5/level], Basic Move +1 or +2 [5/level], Acute Senses (any) [2/level], Alcohol Tolerance [1], Combat Reflexes [15], Danger Sense [15], Daredevil [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level], Languages (any) [2-6/language], Lifting ST 1-3 [3/level], Luck [15] or Extraordinary Luck [30], Serendipity [15/level], Signature Gear [Varies], Wealth (Comfortable, Wealthy, or Very Wealthy) [10, 20, or 30], or Wild Talent 1 [20].

Disadvantages: Optionally, replace up to -15 points of existing *mental* disadvantages with Greed [-15*] or Xenophilia [-10*].

Skills: A total of 15 points chosen from Forced Entry (E) DX [1]; Climbing, Filch, Riding (any), or Stealth, all (A) DX [2]; Pick-pocket or Sleight of Hand, both (H) DX [4]; Current Affairs (any), First Aid, Gesture, Panhandling, or Savoir-Faire (High Society), all (E) IQ [1]; Armoury (any), Cartography, Connoisseur (any), Fast-Talk, Gambling, Heraldry, Hidden Lore (Magic Items or Magical Writings), Holdout, Merchant, Lockpicking, Propaganda, Prospecting, Research, Smuggling, Speed-Reading, Streetwise, Traps, or Writing, all (A) IQ [2]; Counterfeiting or Forgery, both (H) IQ [4]; Carousing (E) HT [1]; Hiking (A) HT [2]; Intimidation (A) Will [2]; Scrounging (E) Per [1]; Observation, Search, Survival (any), or Urban Survival, all (A) Per [2]; or that same cost again to raise the skill by one level. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

* Multiplied for self-control number; see p. B120.

TROUBADOUR

+125 points

You've found your muse! Perhaps you had a sudden epiphany after years of playing the lute in the band that practiced in the stable, or were instructed by an itinerant bard. However it happened, the true bard's arcane and mystical abilities are now yours to command. Anyone who wants to add bard abilities to his repertoire might choose this lens, but it works best for brainy types who haven't invested heavily in supernatural gifts. The agent (pp. 4-6), cutpurse (pp. 10-12), and sage (pp. 15-16) are all cerebral and versatile enough to make the most of it.

Attributes: IQ +1 [20].

Advantages: Bardic Talent 2 [16]; Charisma 1 [5]; Musical Ability 2 [10]; and Voice [10]. • 25 points in Bard-Song abilities; put leftovers into special skills and spells.

Power-Ups Revisited

Everything in *Power-Ups for Henchmen* (p. 11) remains true for 250-point characters built using the “template plus lens” approach, with two new wrinkles:

1. Power-ups for such delvers include “further abilities from my template” and “further abilities from my lens.” For example, an archer who takes the gadgeteer lens can use earned points to expand his repertoire of archer advantages, skills, etc. and to develop as a gadgeteer. This is just the *Adding New Abilities* rule on pp. 42-43 of *The Next Level* expanded to cover heroes created using 125-point templates with 125-point lenses as well as adventurers who start with 250-point templates and acquire 50-point lenses in play. (In theory, either could purchase the other kind of lens in play, given sufficient points!)

2. If the GM is using an approach that allows the player to select one class of “post-template” power-ups but that restricts options to those that agree with *Niche Substitution* (p. 5) or befit a role that “makes sense,” then this choice

can align with *either* the template *or* the lens. For instance, our archer-gadgeteer would note that archers are most like scouts or bow-using knights, while gadgeteers are comparable to artificers, and pick *one* of artificer, knight, or scout power-ups. As usual, this is a career decision, made at character creation.

The GM may feel that ongoing access to further abilities from both a 125-point template (which typically offers as many choices as a 250-point one) and a 125-point lens (which is broader and more liberal than a 50-point cross-profession lens for 250-point delvers) is so generous that tossing in “post-template” power-ups would be somewhat unfair to PCs built in other ways. If so, then he might wish to consider the “no power-ups” model under *Power-Ups for Henchmen*. However, given that standard 250-point adventurers are allowed to buy any number of 50-point lenses and have access to their base occupation’s power-ups, this isn’t necessary for game balance – it’s an aesthetic preference.

Skills: Acting (A) IQ [2]; Carousing (E) HT [1]; Current Affairs (any) (E) IQ [1]; Diplomacy (H) IQ [1]*; Fast-Talk (A) IQ+1 [1]*; Heraldry (A) IQ-1 [1]; Musical Composition (H) IQ [1]†; Musical Instrument (any) (H) IQ+1 [2]†; Performance (A) IQ+1 [1]*; Poetry (A) IQ-1 [1]; Public Speaking (A) IQ+2 [1]*‡; Savoir-Faire (High Society) (E) IQ [1]; and Singing (E) HT+4 [1]*†. • Spend another 4 points on those skills or Dancing (A) DX-1 [1]; Acrobatics or Sleight of Hand, both (H) DX-2 [1]; Gesture (E) IQ [1]; Connoisseur (any), Disguise, Interrogation, Merchant, Propaganda, Streetwise, Teaching, or Writing, all (A) IQ-1 [1]; Mimicry (Speech) (H) IQ [1]*; Ventriloquism (H) IQ-2 [1]; Sex Appeal (A) HT+1 [1]*; Intimidation (A) Will-1 [1]; or Detect Lies (H) Per-2 [1]. • If you already know some of these skills from your template, you may spend some or all of these points to improve them.

Special Skills and Spells: Spend 20 points on Hypnotism (H) IQ-2 [1]; Musical Influence (VH) IQ-1 [1]†; Persuade (H) Will-2 [1]; Suggest or Sway Emotions, both (H) Will-2 [1] (require Persuade); Captivate (H) Will-2 [1] (requires Suggest); or wizardly spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

* Includes +2 for Voice.

† Includes +2 for Musical Ability.

‡ Includes +1 for Charisma.

VETERAN

+125 points

You’re a hardened, grizzled hand at dungeon warfare. Where other delvers have gone for supernatural powers or spells, you’ve grown *tougher*. What you lack in uncanny gifts, you make up in grit and fighting experience – although you may have suffered physical or psychological scars along the way. As this lens adds pure combat power, versatility, and survivability, it best suits the more physical templates: archer (pp. 8-9), brute (pp. 9-10),

killer (pp. 14-15), skirmisher (pp. 16-17), and squire (pp. 17-18). However, a veteran agent (pp. 4-6) or cutpurse (pp. 10-12) would enjoy an interesting combination of utility and fighting ability. Apprentices (pp. 6-8) and initiates (pp. 12-14) who switch to more combat-oriented careers might also pick this option.

Attributes: ST +1 [10]; DX +1 [20]; HT +1 [10].

Advantages: Combat Reflexes [15]. • 30 points chosen from among ST +1 to +3 [10/level], DX +1 [20], IQ +1 [20], HT +1 to +3 [10/level], HP +1 to +5 [2/level], Will +1 to +6 [5/level], Per +1 to +6 [5/level], Basic Speed +1.00 [20], or Basic Move +1 to +3 [5/level]. • Another 20 points chosen from among those traits or Alcohol Tolerance [1], Born War Leader 1-4 [5/level], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level], Fit [5] or Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Luck [15] or Extraordinary Luck [30], Magic Resistance [2/level], Penetrating Voice [1], Rapid Healing [5] or Very Rapid Healing [15], Recovery [10], Resistant to Disease (+3) or (+8) [3 or 5], Resistant to Poison (+3) [5], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Weapon Bond [1], or Weapon Master [20 to 45] (if you already have this, you may expand the class it covers). • If you already have Combat Reflexes, chose another 15 points in traits from the above lists or from your template’s advantage options.

Disadvantages: Optionally, change (don’t *add*) up to -15 points of existing disadvantages of any kind to Appearance (Unattractive or Ugly) [-4 or -8], Berserk [-10*], Bloodlust [-10*], Callous [-5], Obsession (Slay some specific type of monster) [-5*], One Eye [-15], Overconfidence [-5*], Wealth (Struggling) [-10], or Wounded [-5].

Skills: 20 points in any combat skills from your template, or in any of Crossbow, Knife, or Thrown Weapon (any), all (E) DX; Axe/Mace, Bow, Broadsword, Polearm, Shortsword, Spear, Two-Handed Axe/Mace, or Two-Handed Sword, all (A) DX; or Flail or Two-Handed Flail, both (H) DX.

* Multiplied for self-control number; see p. B120.

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