

# Dungeon Fantasy on the Cheap

...or how to start your Dungeon Fantasy campaign at "First Level"

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The default character templates in **GURPS Dungeon Fantasy 1: Adventurers** are designed to be larger-than-life, built on 250 points and capable of taking on great challenges. This can be great for a little high level ruckus, but sometimes it's fun to start out with slightly less competent characters. After all, half the fun of a Dungeon Fantasy campaign is "leveling up," and if you start out at a lower point level there's more "leveling up" that you can do. It also means the GM can more freely give out larger character point rewards, especially early on, without unbalancing the game too much - this even fits in genre; in many games where "leveling up" is important the first few levels are by far the easiest to attain, while later levels get progressively harder.

Another reason to start out with these lower point total base templates is to start the campaign out at the default 250 point level but with Racial Templates or Mixed Profession Lenses from **GURPS Dungeon Fantasy 3: The Next Level**. Finding the point savings within the main Profession templates to add the extra templates can be hard to do without some guidance. With the templates below you can easily take a 200 point base template and throw in an appropriate 50 point Mixed Profession lens or Racial template, or a 150 point template and two Mixed Profession lenses and/or Racial templates, thus making it easier to make your favorite Barbarian/Thief, Wizard/Bard/Knight, or Ogre/Fighter/Mage on a 250 point budget.

## A Method to the Madness

Examining the Dungeon Fantasy templates it's easy to see that the bulk of the 250 points in every template is spent on Attributes and Secondary Characteristics, averaging over 150 points of the starting totals. This means that by far the easiest way to scale back the templates without crippling them is to scale back their Attributes. A uniform

### Where Credit is Due

The modified GCA4 Data File I provide here is based directly on the official files provided in the latest Data Update for GCA4. The original version of the data files were written almost entirely by Emily Smirle, Rob Kamm, and "Bumbot." So the bulk of the credit for this file must also be given to them. I merely modified their work to fit the templates changes outlined here. Emily Smirle also originally wrote up the Mystic Knight on the Cheap templates.

Download the GCA4 Data File for Dungeon Fantasy on the Cheap.

<http://gurpsland.no-ip.org/GCA4/DFOnTheCheap.zip>

And, of course, all the templates owe a lot to the authors who originated them in the various supplements - Sean Punch, Jason "PK" Levine, Loren Wisemen, Peter V. Dell'Orto, Antoni Ten Monrós, and any others I may have forgotten.

drop of -1 in each Attribute results in an average savings of 60 character points per templates cost (ST & HT -10 points each, DX & IQ -20 points each). With some minor tweaking to the Secondary Characteristics it's not difficult to wind up with a 200 and 150 point version for each template by simply reducing the Attributes by -1 or -2, respectively.

Note that I did not reduce any Attribute below 10 and tried not to reduce HT below 11 [†] on any templates - Dungeon Fantasy is deadly enough without HT dropping too low. Unfortunately, this means that in a few templates some Attributes or Secondary Characteristics had to be dropped by more than -1 and -2 for the 200 and 150 point version; in a couple templates the points available in Advantages had to be reduced as well. Disadvantage points may also be more than the default limit of -50 points in some of these

templates due to the tweaking to Attributes and Secondary Characteristics; this also happened with some of the Mixed Profession templates in *Dungeon Fantasy 3*, and given the limited scope of the templates presented here shouldn't be an issue. [†]Except for the 100 & 150 point Wizard and Scholar templates, which have HT 10. Adventuring is even deadlier for the braniac types!

## Leveling Up

It is highly recommended that in *Dungeon Fantasy* the GM allow players to *cash back* points spent on skills or secondary characteristics to raise their attributes appropriately. For example, a player that has spent 4 points in each of five DX-based skills to get +1 in each skill may then "buy down" those skills and takes the 20 points to buy up DX instead. His skill level in each of the 5 DX-based skills stays the same, but his DX goes up as does any other DX-based skills. Similarly, you may buy down secondary characteristics when raising attributes. When buying DX +1 [20] you can also take Basic Speed -0.25 [-5] for a final cost of [15] to buy the combined DX +1, BS -0.25.

If you use these templates you should consider how you wish to allow the players to spend their character points - how they will "level up." There are many possibilities.

- In the old school tradition, the characters have to save up the 50 points for the next level. Once they have enough points they simply spend them and make all of the changes to "level up" their abilities all at once. This method works best if you intend for there to be rapid growth in character capabilities, awarding 10+ character points per session.
- The players must upgrade their characters only with the changes that are presented in these templates. This means that with few exceptions the points may only be spent to upgrade attributes and buy additional advantages from the template listings. This method provides a more gradual increase in capabilities and can work well with both moderate and high character point awards.
- The players may upgrade some skills, advantages, and attributes along the way.

However, they must always "cash back" the points from these traits to make the changes presented in the next "level" of the template. DX-based skills may only be increased if DX can be upgraded for the next level, and then only by +1, so that when they are cashed back to increase DX the skill level stays the same. The same holds true with IQ-based skills and IQ. This method provides more flexibility in character creation, and works fairly well with low to moderate character point awards.

- A player is free to spend points in any template abilities he wishes without restrictions. It is highly recommended that he stick to the changes presented in these templates, but not necessarily required. The GM is free to decree that certain template abilities, especially those listed as Power-Ups in *Dungeon Fantasy 3* and *11*, have minimum attribute requirements which the character must fulfill before he may learn those abilities. This will help to keep character growth closer to the template recommendations from the original templates without actually forbidding advancement in other areas. It also means that the characters may look nothing like the original templates from the books by the time they work their way up to 250 points or greater, however it does provide the utmost in flexibility of character advancement and works well with any level of character point rewards the GM may wish to dole out.

## The Templates

What follows is a rework of the Attributes and Secondary Characteristics for each of the character templates from ***Dungeon Fantasy 1: Adventurers*** and ***Dungeon Fantasy 4: Sages***. Simply replace the Attribute blocks from the ***Dungeon Fantasy*** books with the following blocks to get the appropriate cost reduction. A few of the templates also reduce the number of points available to spend on Advantages or the levels of some of the "core" advantages the template possesses

In all cases, if a template says to reduce the level of an Advantage or remove an Advantage from the template the option to buy it back should be added to the optional Advantages list for that template.

## Barbarian

### 100 points

**Attributes:** ST 13 (Size†, -10%) [27]; DX 11 [20]; IQ 9 [-20]; HT 11 [10].

**Secondary Characteristics:** Damage 1d/2d-1; BL 45 lbs.; HP 14 (Size†, -10%) [0]; Will 10 [5]; Per 11 [10]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6† [0].

**Advantages:** Reduce Outdoorsman talent to 2 (from 4). Take only 20 points (not 30) from among the listed advantages.  
† Includes effects of Gigantism (p. B20).

### 150 points

**Attributes:** ST 15 (Size†, -10%) [45]; DX 11 [20]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d+1/2d+1; BL 45 lbs.; HP 16 (Size†, -10%) [2]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6† [0].

**Advantages:** Reduce Outdoorsman talent to 3 (from 4).  
† Includes effects of Gigantism (p. B20).

### 200 points

**Attributes:** ST 16 (Size†, -10%) [54]; DX 12 [40]; IQ 10 [-20]; HT 12 [20].

**Secondary Characteristics:** Damage 1d+1/2d+2; BL 51 lbs.; HP 20 (Size†, -10%) [8]; Will 10 [5]; Per 11 [10]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6† [-5].

**Advantages:** Reduce Outdoorsman talent to 3 (from 4).  
† Includes effects of Gigantism (p. B20).

## Bard

### 100 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic

Barbarian										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	13	11	9	11	13	10	11	11	5.00	6
150†	+2	—	+1	—	+3	—	—	—	—	—
	15	11	10	11	16	10	11	11	5.00	6
200†	+1	+1	—	+1	+4	—	—	+1	+1	—
	16	12	10	12	20	10	11	12	6.00	6
250	+1	+1	—	+1	+2	—	+1	+1	—	+1
	17	13	10	13	22	10	12	13	6.00	7

\*Reduce Outdoorsman talent to 2. Take only 20 points in advantages.  
†Reduce Outdoorsman talent to 3.

Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** Reduce Musical Ability to 1 (from 2), Bardic Talent to 1 (from 2). Take only 25 points from among Bardic Abilities and other advantages (instead of 25 points in Bardic Abilities and 25 points in other advantages).

**Spells:** Take only 8 Bardic spells (not 20).

### 150 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

### 200 points

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

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

Bard										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	12	11	10	12	12	11	5.00	5
150	—	—	—	—	—	—	—	—	—	—
	10	10	12	11	10	12	12	11	5.00	5
200	+1	+1	+1	—	+1	+1	+1	—	—	+1
	11	11	13	11	11	13	13	11	5.00	6
250	—	+1	+1	—	—	+1	+1	—	+1	—
	11	12	14	11	11	14	14	11	6.00	6

\*Reduce Musical Ability to 2, and Bardic Talent to 1. Take only 25 points in all advantages. Take only 8 spells.

## Cleric

### 100 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** Take only 25 points from among Holy abilities and other advantages (instead of 25 points in Holy abilities and 25 points in other advantages).

**Spells:** Take only 15 spells (instead of 20)

### 150 points

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

### 200 points

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

## Druid

### 100 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** Reduce Power Investiture (Druidic) to 2 (from 3). Take only 20 points from among Druidic abilities and other advantages (instead of 20 points in Druidic abilities and 20 in other advantages).

**Spells:** Take only 10 spells (instead of 20).

Cleric										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	11	12	11	10	12	12	11	5.00	5
150	—	+1	—	—	—	—	—	—	—	—
	10	11	12	11	10	12	12	11	5.00	5
200	+1	+1	+1	—	+1	+1	+1	—	—	+1
	11	12	13	11	11	13	13	11	5.00	6
250	+1	—	+1	+1	+1	+1	+1	+1	+1	—
	12	12	14	12	12	14	14	12	6.00	6

\*Take only 25 points in all advantages. Take only 15 spells.

### 150 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 13 [5]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 6 [5].

### 200 points

**Attributes:** ST 10 [0]; DX 11 [20]; 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 [5]; Basic Move 6 [0].

Druid										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	12	11	10	12	12	11	5.00	5
150	—	—	—	—	—	—	+1	—	—	+1
	10	10	12	11	10	12	13	11	5.00	6
200	—	+1	+1	+1	—	+1	—	+1	+1	—
	10	11	13	12	10	13	13	12	6.00	6
250	+1	+1	+1	+1	+1	+1	+1	+1	—	—
	11	12	14	13	11	14	14	13	6.00	6

\*Reduce Power Investiture (Druidic) to 1. Take only 20 points in all advantages. Take only 10 spells.

## Holy Warrior

### 100 points

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

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

**Advantages:** Take only 25 points in Holy abilities and other advantages (instead of 25 points in Holy abilities and 25 points in other advantages).

### 150 points

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [10]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

### 200 points

**Attributes:** ST 12 [20]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

**Secondary Characteristics:** Damage 1d/2d-1; BL 29 lbs.; HP 12 [0]; Will 13 [10]; Per 11 [0]; FP 12 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

## Knight

### 100 points

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

**Secondary Characteristics:** Damage 1d/2d-1; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

**Advantages:** Take only 20 points (not 60) from among the listed advantages. Reduce Born War-Leader to 1; remove High Pain Threshold.

Holy Warrior										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	11	11	10	11	11	11	10	11	5.00	5
150	—	+1	—	—	—	+1	—	—	—	+1
	11	12	10	11	11	12	10	11	5.00	6
200	+1	—	+1	+1	+1	+1	+1	+1	+1	—
	12	12	11	12	12	13	11	12	6.00	6
250	+1	+1	+1	+1	+1	+1	+1	+1	—	—
	13	13	12	13	13	14	12	13	6.00	6

\*Take only 25 points in all advantages.

### 150 points

**Attributes:** ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d/2d-1; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

**Advantages:** Take only 35 points (not 60) from among the listed advantages.

### 200 points

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

**Secondary Characteristics:** Damage 1d/2d; 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:** Take only 40 points (not 60) from among the listed advantages.

Knight										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	12	11	10	11	12	10	10	11	5.00	5
150†	—	+1	—	—	—	—	—	—	—	+1
	12	12	10	11	12	10	10	11	5.00	6
200‡	+1	+1	—	+1	+1	—	—	+1	+1	—
	13	13	10	12	13	10	10	12	6.00	6
250	+1	+1	—	+1	+1	—	—	+1	—	—
	14	14	10	13	14	10	10	13	6.00	6

\*Take only 20 points in advantages. Reduce Born War-Leader to 1; remove High Pain Threshold.  
 †Take only 35 points in advantages.  
 ‡Take only 40 points in advantages

## Martial Artist

### 100 points

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

**Advantages:** Reduce Chi Talent to 1 (from 2). Take only 25 points in Chi abilities and other advantages

(instead of 20 in Chi abilities and 20 in other advantages).

### 150 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 7 [5].

**Advantages:** Reduce Chi Talent to 1 (from 2).

### 200 points

**Attributes:** ST 10 [0]; DX 15 [100]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 6.00 [-10]; Basic Move 8 [10].

## Scout

### 100 points

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

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

**Advantages:** Reduce Outdoorsman talent to 1 (from 2).

Martial Artist										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	12	10	11	10	10	10	11	5.00	6
150†	—	+1	—	—	—	—	—	—	+1	+1
	10	13	10	11	10	10	10	11	6.00	7
200	—	+2	—	—	—	—	—	—	—	+1
	10	15	10	11	10	10	10	11	6.00	8
250	+1	+1	—	+1	+1	+1	—	+1	+1	—
	11	16	10	12	11	11	10	12	7.00	8

\*Reduce Chi Talent to 1. Take only 25 points in all advantages.  
†Reduce Chi Talent to 1.

### 150 points

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

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

### 200 points

**Attributes:** ST 12 [20]; DX 13 [60]; IQ 11 [20]; HT 11 [10].

**Secondary Characteristics:** Damage 1d/2d-1; BL 29 lbs.; HP 12 [0]; Will 11 [0]; Per 13 [10]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 7 [5].

Scout										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	11	11	10	11	11	10	10	11	5.00	6
150	—	+1	—	—	—	—	+2	—	+1	—
	11	12	10	11	11	10	12	11	6.00	6
200	+1	+1	+1	—	+1	+1	+1	—	—	+1
	12	13	11	11	12	11	13	11	6.00	7
250	+1	+1	—	+1	+1	—	+1	+1	+1	—
	13	14	11	12	13	11	14	12	7.00	7

\*Reduce Outdoorsman talent to 1.



## Swashbuckler

### 100 points

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

**Advantages:** Remove Luck from the template. Take only 25 points (not 60) from among the listed advantages.

### 150 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

**Advantages:** Take only 30 points (instead of 60) from among the listed advantages.

### 200 points

**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 6.00 [-10]; Basic Move 6 [0].

## Thief

### 100 points

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

**Advantages:** Take only 15 points (not 30) from among the listed advantages.

Swashbuckler										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	12	10	11	10	10	10	11	5.00	6
150†	—	+1	—	—	—	—	—	—	+1	—
	10	13	10	11	10	10	10	11	6.00	6
200	—	+1	—	+1	—	—	—	+1	—	—
	10	14	10	12	10	10	10	12	6.00	6
250	+1	+1	—	+1	+1	—	—	+1	+1	+1
	11	15	10	13	11	10	10	13	7.00	7

\*Remove Luck. Take only 25 points in advantages.  
†Take only 30 points in advantages.

### 150 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 11 [0]; Basic Speed 6.00 [0]; Basic Move 6 [0].

**Advantages:** Take only 15 points (instead of 30) from among the listed advantages.

### 200 points

**Attributes:** ST 10 [0]; DX 14 [80]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 13 [5]; FP 11 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

Thief										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	12	10	11	10	10	11	11	5.00	6
150*	—	+1	+1	—	—	+1	+1	—	+1	—
	10	13	11	11	10	11	12	11	6.00	6
200	—	+1	+1	—	—	+1	+1	—	—	—
	10	14	12	11	10	12	13	11	6.00	6
250	+1	+1	+1	—	+1	+1	+1	—	—	+1
	11	15	13	11	11	13	14	11	6.00	7

\*Take only 15 points in advantages.

## Wizard

### 100 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [-5]; Per 10 [-10]; FP 13 [9]; Basic Speed 5.00 [0]; Basic Move 5 [0].

**Advantages:** Reduce Magery to 2 (from 3). Take only 15 points in advantages (not 30).

**Spells:** Take only 20 spells (not 30).

### 150 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [-5]; Per 10 [-15]; FP 13 [9]; Basic Speed 5.00 [0]; Basic Move 5 [0].

### 200 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 11 [-15]; FP 14 [9]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

## Artificer

### 100 points

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

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

**Advantages:** Reduce Dungeon Artificer to 2 (from 4). Reduce Gizmo's to 1 (from 3). Take only 15 points (not 40) from among the listed advantages.

Wizard										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	12	10	10	11	10	13	5.00	5
150	—	—	+1	—	—	+1	—	—	—	—
	10	10	13	10	10	12	10	13	5.00	5
200	—	+1	+1	+1	—	+2	+1	+1	—	+1
	10	11	14	11	10	14	11	14	5.00	6
250	—	+1	+1	—	—	+1	+1	—	+1	—
	10	12	15	11	10	15	12	14	6.00	6

\*Reduce Magery to 2. Take only 15 points in advantages. Take only 20 spells.

### 150 points

**Attributes:** ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

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

**Advantages:** Take only 30 points (not 40) from among the listed advantages.

### 200 points

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [-5]; Per 12 [-5]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

Artificer										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	11	11	11	10	10	11	11	5.00	5
150†	—	—	+1	—	—	+1	—	—	—	—
	10	11	12	11	10	11	11	11	5.00	5
200	—	+1	+1	—	—	+1	+1	—	—	+1
	10	12	13	11	10	12	12	11	5.00	6
250	+1	+1	—	—	+1	+1	+1	—	+1	—
	11	13	13	11	11	13	13	11	6.00	6

\*Reduce Dungeon Artificer to 2. Reduce Gizmo's to 1. Take only 15 points in advantages.  
†Take only 30 points in advantages.



## Scholar

### 100 points

**Attributes:** ST 10 [0]; DX 10 [0]; 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 5.00 [0]; Basic Move 5 [0].

**Advantages:** Remove Intuition from the template. Take only 15 points (not 30) in advantages.

### 150 points

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

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

### 200 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 15 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

## Demonologist

### 100 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [15]; Per 10 [-5]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** Take only 15 points (not 30) in advantages. Reduce Demonic Attunement to 2 (from 3).

**Spells:** Take only 8 points (not 10) in spells.

Scholar										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
Pts	10	10	12	10	10	12	12	10	5.00	5
Pts	—	—	+1	—	—	+1	+1	—	—	—
Pts	10	10	13	10	10	13	13	10	5.00	5
Pts	—	+1	+1	+1	—	+1	+2	+1	—	+1
Pts	10	11	14	11	10	14	15	11	5.00	6
Pts	—	+1	+1	+1	—	+1	—	+1	+1	—
Pts	10	12	15	12	10	15	15	12	6.00	6

\*Remove Intuition. Take only 30 points in advantages.

### 150 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [10]; Per 12 [-5]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 6 [5].

**Advantages:** Take only 15 points (not 30) in advantages.

### 200 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [10]; Per 13 [-5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

Demonologist										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	11	11	10	14	10	11	5.00	5
150†	—	—	+2	—	—	+1	+2	—	—	+1
150†	10	10	13	11	10	15	12	11	5.00	6
200	—	+1	+1	—	—	+1	+1	—	—	—
200	10	11	14	11	10	16	13	11	5.00	6
250	—	+1	+1	—	—	—	+1	+1	+1	—
250	10	12	15	12	10	16	14	12	6.00	6

\*Take only 15 points in advantages. Reduce Demonic Attunement to 2. Take only 8 spells.  
†Take only 15 points in advantages.

## Elementalist

### 100 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [0].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 11 [-5]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** Take only 20 points (not 30) in advantages. Reduce Elemental Influence to 2 (from 3).

**Spells:** Take only 12 points (not 20) in spells.

### 150 points

**Attributes:** ST 10 [0]; DX 10 [0]; 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 [-5]; Basic Move 6 [5].

**Advantages:** Take only 20 points (not 30) in advantages.

**Spells:** Take only 14 points (not 20) in spells.

### 200 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [0]; Per 13 [-5]; FP 14 [6]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

## Necromancer

### 100 points

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

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

**Advantages:** Take only 10 points (not 35) in advantages. Reduce Deathliness talent to 2 (from 3).

Elementalist										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	12	11	10	12	11	11	5.00	5
150†	—	—	+1	—	—	+1	+1	+3	—	+1
	10	10	13	11	10	13	12	14	5.00	6
200	—	+1	+1	+1	—	+1	+1	+1	—	—
	10	11	14	12	10	14	13	15	5.00	6
250	—	+1	+1	—	—	+1	+1	—	+1	—
	10	12	15	12	10	15	14	15	6.00	6

\*Take only 20 points in advantages. Reduce Elemental Influence to 2. Take only 12 points in spells.  
†Take only 20 points in advantages.

**Skills:** Reduce Expert Skill (Thanatology) to 12 (IQ+1) [8]

### 150 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 6 [5].

**Advantages:** Take only 20 points (not 35) in advantages.

### 200 points

**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 6 [5].

Necromancer										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	11	11	10	11	10	11	5.00	5
150†	—	—	+1	—	—	+1	+2	—	—	—
	10	10	12	11	10	12	12	11	5.00	5
200	—	+1	+1	—	—	+1	—	+1	—	+1
	10	11	13	11	10	13	12	12	5.00	6
250	—	+1	+1	+1	—	+1	—	+1	+1	—
	10	12	14	12	10	14	12	13	6.00	6

\*Take only 10 points in advantages. Reduce Deathliness talent to 2. Reduce Expert Skill (Thanatology) to 12 (IQ+1) [8].  
†Take only 20 points in advantages.

## Shaman

### 100 points

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

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

**Advantages:** Take only 20 points from among all the listed advantages or from Shamanic abilities.

Shaman										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	10	11	11	10	11	11	11	5.00	5
150†	—	—	+1	—	—	+1	+1	—	—	—
	10	10	12	11	10	12	12	11	5.00	5
200†	—	—	+1	+1	—	+1	+1	+1	—	+1
	10	10	13	12	10	13	13	12	5.00	6
250	—	+1	—	—	—	—	—	—	+1	—
	10	11	13	12	10	13	13	12	6.00	6

\*Take only 20 points in all advantages.  
†Take only 40 points from the primary advantage list.

### 150 points

**Attributes:** ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-5]; Basic Move 5 [0].

**Advantages:** Take only 40 points (not 60) from the primary advantage list.

### 200 points

**Attributes:** ST 10 [0]; DX 10 [0]; 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 5.00 [-10]; Basic Move 6 [5].

**Advantages:** Take only 40 points (not 60) from the primary advantage list.

### 150 points

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

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 11 [0]; Per 12 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

### 200 points

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 13 [5]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

## Innkeeper

### 100 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 12 [5]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

**Advantages:** Take only 15 points (not 50) in advantages.

Innkeeper										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	11	11	11	11	11	12	11	5.00	5
150	+1	—	—	—	—	—	—	—	—	+1
	11	11	11	11	11	11	12	11	5.00	6
200	—	+1	+1	—	—	+1	+1	—	+1	—
	11	12	12	11	11	12	13	11	6.00	6
250	+1	+1	+1	+1	+1	+1	+1	+1	—	—
	12	13	13	12	12	13	14	12	6.00	6

\*Take only 15 points in advantages.

## Ninja

### 100 points

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

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

**Advantages:** Reduce Ninja Talent to 1 (from 2). Take only 20 points from among Ninja abilities and other advantages (instead of 20 points in Ninja abilities and 20 in other advantages).

### 150 points

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

### 200 points

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

**Secondary Characteristics:** Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [5]; Per 11 [5]; FP 11 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

## Assassin

### 100 points

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

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

**Advantages:** Take only 20 points (not 35) in advantages.

Ninja										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	11	10	11	10	10	11	11	5.00	5
150	—	+1	—	—	—	—	—	—	—	+1
	10	12	10	11	10	10	11	11	5.00	6
200	—	+2	—	—	—	+1	—	—	+1	—
	10	14	10	11	10	11	11	11	6.00	6
250	+1	+1	—	+1	+1	—	—	+1	+1	+1
	11	15	10	12	11	11	11	12	7.00	7
*Reduce Ninja Talent to 1. Take only 20 points in all advantages.										

### 150 points

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

**Secondary Characteristics:** Damage 1d/2d-1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 11 [5]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

### 200 points

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

**Secondary Characteristics:** Damage 1d/2d-1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 11 [5]; FP 12 [0]; Basic Speed 6.00 [-10]; Basic Move 6 [0].

Assassin										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	11	10	11	10	10	11	11	5.00	5
150	+1	+1	—	—	+1	+1	—	—	—	+1
	11	12	10	11	11	11	11	11	5.00	6
200	—	+2	—	+1	—	—	—	+1	+1	—
	11	14	10	12	11	11	11	12	6.00	6
250	—	+1	+1	—	—	—	+1	—	+1	+1
	11	15	11	12	11	11	12	12	7.00	7
*Take only 20 points in advantages.										

## Justiciar

### 100 points

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

*Secondary Characteristics:* Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 11 [0]; Per 11 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 6 [5].

*Advantages:* Take only 20 points (not 35) in advantages.

### 150 points

*Attributes:* ST 10 [0]; DX 12 [40]; IQ 12 [20]; HT 11 [10].

*Secondary Characteristics:* Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0]; Basic Speed 5.00 [-15]; Basic Move 6 [5].

### 200 points

*Attributes:* ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 11 [10].

*Secondary Characteristics:* Damage 1d/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

## Mystic Knight

### 100 points

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

*Secondary Characteristics:* Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0]; Basic Speed 5.00 [-10]; Basic Move 5 [0].

*Advantages:* Take only 31 points (not 51) in advantages. Reduce Eldritch Talent to 2 (from 3); reduce Imbue to 1 (from 2).

*Skills:* Take only 9 points in Imbuement skills (not 20 points).

Justiciar										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	10	11	11	11	10	11	11	11	5.00	6
150	—	+1	+1	—	—	+1	+1	—	+1	—
	10	12	12	11	10	12	12	11	5.00	6
200	+1	—	+1	—	+1	+1	+2	—	—	—
	11	12	13	11	11	13	14	11	6.00	6
250	+1	+1	+1	+1	+1	+1	+1	+1	—	—
	12	13	14	12	12	14	15	12	6.00	6

\*Take only 20 points in advantages.

### 150 points

*Attributes:* ST 12 [20]; DX 12 [40]; IQ 10 [0]; HT 11 [10].

*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:* Take only 31 points (not 51) in advantages. Reduce Eldritch Talent to 2 (from 3).

### 200 points

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

*Secondary Characteristics:* Damage 1d/2d-1; BL 34 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 11 [0]; Basic Speed 6.00 [5]; Basic Move 6 [0].

*Advantages:* Take only 31 points (not 51) in advantages.

Mystic Knight										
Pts	ST	DX	IQ	HT	HP	Will	Per	FP	BS	BM
100*	11	11	10	11	11	10	10	11	5.00	5
150†	+1	+1	—	—	+1	—	—	—	—	+1
	12	12	10	11	12	10	10	11	5.00	6
200‡	+1	+1	—	+1	+1	—	—	+1	+1	—
	13	13	10	12	13	10	10	12	6.00	6
250	+1	+1	—	+1	+1	—	—	+1	—	—
	14	14	10	13	14	10	10	13	6.00	6

\*Take only 31 points in advantages. Reduce Eldritch Talent to 2 and Imbue to 1. Take only 9 points in Imbuement skills.  
†Take only 31 points in advantages. Reduce Eldritch Talent to 2.  
‡Take only 31 points in advantages.