DUNGEON FANTASY

POWERED BY GURPS®

Name _____ Player _____ Point Total _____

Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____

Profession _____ Race _____

	Level	Points		Level	Current	Points
ST		[ ]	HP			[ ]
DX		[ ]	Will			[ ]
IQ		[ ]	Per			[ ]
HT		[ ]	FP			[ ]

LANGUAGES

	Spoken	Written	Points
	O	O	[ ]
	O	O	[ ]
	O	O	[ ]

REACTION MODIFIERS

BASIC LIFT (ST × ST)/5 _____ DAMAGE Thr _____ Sw _____

BASIC SPEED _____ [ ] BASIC MOVE _____ [ ]

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

PARRY	BLOCK	DR

ADVANTAGES

Name	Points

DISADVANTAGES AND QUIRKS

Name	Points

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Dungeon Fantasy Roleplaying Game

Name _____ **Player** _____

SKILLS

Name	Level	Points

SPELLS*

Name	Level	Points

* If your character doesn't have spells, use this space to keep track of magic items or other special gear.

POINTS SUMMARY

Attributes and Secondary Characteristics	[ ]
Languages	[ ]
Advantages	[ ]
Disadvantages and Quirks	[ ]
Skills	[ ]
Spells	[ ]

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COINAGE

Coins are 50 to the pound regardless of composition.

Ordinary coins:

1 copper = $1
1 silver = 20 copper = $20
1 gold = 20 silver = 400 copper = $400

Unusual coins:

1 billon = 10 copper = $10
1 tumbaga = 3 silver = 60 copper = $60
1 electrum = 10 silver = 200 copper = $200
1 platinum = 2 gold = 40 silver = 800 copper = $800

Dungeon Fantasy Roleplaying Game

Name _____ **Player** _____

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	Shots	ST	Bulk	Notes	Cost	Weight

SPEED/RANGE TABLE

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

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

HIT LOCATION

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

* *Impaling* or *piercing* attacks only.

ARMOR AND POSSESSIONS

Item	Location	Cost	Weight
	Totals:	**$**	**lbs.**

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CHARACTER NOTES

ADVENTURE NOTES

TOWN EXPENSES

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

HEALING

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

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