

DUNGEON FANTASY

POWERED BY GURPS

# DELVERS TO GROW

## FAST DELVERS



BY KEVIN SMYTH



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### Your Final Skill

### Cost If Skill Difficulty Is...

Level	Easy	Average	Hard	Very Hard
<b>Attribute-3</b>	-	-	-	1
<b>Attribute-2</b>	-	-	1	2
<b>Attribute-1</b>	-	1	2	4
<b>Attribute+0</b>	1	2	4	8
<b>Attribute+1</b>	2	4	8	12
<b>Attribute+2</b>	4	8	12	16
<b>Attribute+3</b>	8	12	16	20
<b>Attribute+4</b>	12	16	20	24
<b>Attribute+5</b>	16	20	24	28
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## DELVERS TO GROW

# FAST DELVERS

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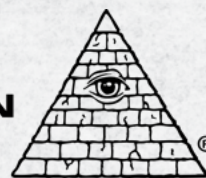
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## INTRODUCTION

The Fast Delvers are the precision strikers and light-steppers of the **DUNGEON FANTASY RPG**. Mobile and fast, they can strike from range, from hiding, or penetrate defenses by dint of some of the highest skill levels in the combat arena. This comes at the cost of raw damage and the ability to wear sheets of steel, but first foes have to hit them.

**DELVERS TO GROW:** *FAST DELVERS* features 12 ready-to-play characters, three from each profession ... but with a twist.

The same personality is portrayed three times, at the Novice, Journeyman, and Master level, showing how each character would be brought to life at the different capability levels provided in the core book.

While this consumes space, the characters are designed to be printed out and used as stand-alone NPCs or as PCs. Having to consult multiple locations for description, artwork, and basic trait lists does not make for a satisfactory play experience.

### MORE GUIDELINES THAN RULES

The professions, modules, and templates presented in the **DUNGEON FANTASY RPG** and **DELVERS TO GROW** books are meant to guide character concepts, not serve as unwanted straitjackets. The characters here have some ... unusual capabilities here and there, and extra rules and design notes explain why certain choices are made.

**DELVERS TO GROW** can be used in several ways. The most obvious is to pull together an effective character in moments, so that the group can focus on play. For a new player to the **DUNGEON FANTASY RPG**, this keeps the focus on at-the-table play with friends, rather than digging through rules minutiae.

For more experienced players, or those who just like to tinker, use **DELVERS TO GROW** to arrive at a starting point for a viable character satisfying the key roles for the niche ... and then start tweaking. This sort of "polish" after roughing out the shape of your paper person focuses time and decision-making where it matters most to the player, while still ensuring a complete character.

The characters in this book are made more in the second mold, showing how to add racial templates, tweak out advantage packages, and encourage more flavor.

### WRESTLING WITH THE RULES

These writeups assume you're using the grappling rules from **FANTASTIC DUNGEON GRAPPLING** because the author likes them better. Even so, the book does the work for you and provides some of the required calculations up front.

If your game isn't using that book, disregard the Control Maximum on the character sheet and any reference to "CP" or "Control Points."

## ADVICE FOR FAST DELVERS

A few common pitfalls for fast delvers deserve special mention.

**AGONY OF THE FEET.** Target limbs and extremities with cutting or crushing weapons to cripple a foe's ability to move and fight back. An immobile foe can be dispatched at leisure.

**CLOSE ENCOUNTERS.** Do not neglect close combat. Your weapon must have a C in the Reach stat to use in Close Combat: Consult the melee weapon table (**ADVENTURERS, P. 98-103**).

**DOCTOR PAIN.** Unusual creatures (like monsters) may require a Physiology roll (**ADVENTURERS, P. 85**) to target the important bits referenced in *Hit Where it Hurts*. Might be a good place to spend some of the slush fund (**DELVERS TO GROW, P. 3**).

**FIGHTING TANKS.** Some creatures have too much DR for noodle-arms. Keep a sheaf of bodkin arrows handy if you're a scout. If not, have other options! Stun them with Kiai. Blind them with nagateppo. Whatever. Just have a plan for when you can't punch through the foe's hard outer shell.

**GRAPPLING SKILLS.** Even with a Reach C weapon, you may want a grappling skill. Consider Judo for its enhanced retreating bonus and utility versus weapons. If using **FANTASTIC DUNGEON GRAPPLING**, look up the rules for Disarms and Weapon Binds to leverage high skill!

**HIT WHERE IT HURTS.** Fast delvers may not rely as much on great gobs of damage, but they surely can target squishy bits. The neck is a favorite for swing cutting damage (there can be only one!), while vitals and eyeballs work well for thrust impaling ones. Foes with artificial DR (armor) might have *Chinks in Armor* (**EXPLOITS, P. 37**).

**HIT A LOT.** High skill? Attack more than once. Weapon/Unarmed Master, Trained by a Master, and Heroic Archer all unlock reduced penalties for Rapid Strike. If it's worth stabbing, it's worth stabbing twice.

**I HAVE NEVER SEEN ITS EQUAL.** Fine, Very Fine, and Balanced weapons all bring skill and damage bonuses. Get them as soon as you can afford to! Tack Dwarven onto an Unbalanced weapon to ensure you can parry with it if you go that route.

**LIGHT ARMOR.** The fast delvers put a premium on dexterity and mobility. Avoid such penalties: Only wear as much armor as keeps you below light encumbrance.

**THE BUCKLER IN SWASHBUCKLER.** Strong Delvers are told to carry a shield. Fast Delvers ... should consider the dueling buckler (small shield) or defensive cloak (the heavy cloak has DB 2). Blocking arrows is *very nice*.





# FAST DELVERS

## CHRYSANTHA

62-PT DRAGON-BLOODED MARTIAL ARTIST

Chrysantha comes from sufficiently Far Away that the locals have never heard of the Monastery of the Golden Scale, whatever that is—and she doesn't seem to be in any hurry to return. In truth, her attitude about unarmed martial arts made her rather unpopular, and after a thorough drubbing at the hands (and feet) of the monastery's master, she left and vowed not to return until she had perfected the art of the blade and could prove its superiority over barehanded fighting styles. Given her incredible natural talent—something she'll tell her companions about at any opportunity—she doesn't expect it to take long. In fact, she solemnly vows it will not!

### ADVANTAGES

- Dragon's Breath [12]
- Dragon's Wings [8]
- Elemental Resistance 2 [8]
- Nictitating Membrane I [1]
- Sharp Claws [5]
- Sharp Teeth [1]
- Tough Skin I [3]

### DISADVANTAGES

- Compulsive Vowing (12) [-5]
- Disciplines of Faith (Chi Rituals) [-10]
- Greed (12 or less) [-15]
- Obsession (Perfect my art at any cost) (12) [-10]
- Odious Personal Habit (Arrogant) [-5]
- Overconfidence (12) [-5]
- Restricted Diet (Meat) [-10]
- Social Stigma (Minority Group) [-10]
- Stubbornness (12) [-5]
- Believes elves are all indiscriminately lecherous [-1]
- Refers to people by their full names all the time [-1]
- Shows open disdain for unarmed martial arts [-1]
- Talks about herself in the third person [-1]
- Yells out the names of attacks during combat, especially trademark moves [-1]

### SKILLS

- Acrobatics-11
- Jumping-13
- Meditation-9
- Polearm-16 [12]
- **Naginata (16): 1d+3 cut/1d+2 imp**
- Stealth-12 [1]
- Tactics-8 [1]

### EQUIPMENT (\$1444, 42.69 lbs)

†**Combat Load: 9.94 lbs (No encumbrance)**

- †Belt Pouch (\$10, 0.2 lbs)
- Blanket (\$20, 4 lbs)
- †Copper Coin (\$5, 0.10 lbs)
- †Dwarven Naginata (\$500, 6 lbs)
- †Glow Vial (\$30, 0.5 lbs)
- Meat-only Chi Rations (21x) (\$168, 10.5 lbs)
- †Ordinary Clothes (2 lbs)
- †Personal Basics (\$5, 1 lbs)
- †Silver Coin (7x) (\$140, 0.14 lbs)
- Small Backpack (\$60, 3 lbs)
- Tent, 1-Man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (full) (\$10, 8.25 lbs)

<b>ST</b> 11 [10] Damage 1d-1/1d+1 Lifting ST 11 Basic Lift 24	<b>DX</b> 13 [60] Move 5 [0]	<b>IQ</b> 10 [0] Will 11 [5] Per 10 [0]	<b>HT</b> 11 [10] Basic Speed 6 [0] Basic Move 6 [0]			
<b>HP</b> 11 [0]	Control Thresholds			<b>FP</b> 11 [0]		
	1/10	1/2 CM	CM	1.5xCM	>2xCM	
<b>Parry</b> 11	<b>Dodge</b> 1	<b>Block</b> 11	<b>DR</b> 1	<b>Dodge</b> 6	<b>Block</b> 17	<b>DR</b> 22
<b>(POLEARM)</b>	9	7	1			







## JEAN-BAPTISTE

125-PT HALFLING SCOUT (SM -2)

Jean-Baptiste isn't a member of the extensive Badapple clan, and he wasn't even in the neighborhood when the infamous "Second Sling-Man" assassination went down. Somehow despite his innocence he ended up being the one the King's Men fingered for the job, and while he wasn't convicted, the scandal led to his family cutting ties with him all the same. Freed of any illusions of noblesse oblige, he's taken up the sort of shameless "party, feast, orgy" lifestyle that would get him disowned if he weren't already. Unfortunately, that sort of lifestyle is expensive if you don't have the income of a noble estate, and so he's had to lower himself to actually working for a living. At least delving can be a gentleman's profession, and it turns out he really is an excellent archer.

### ADVANTAGES

- Absolute Direction [5]
- Halfling Marksmanship 2 [10]
- Heroic Archer [20]
- Honest Face [1]
- Luck [15]
- Outdoorsman 2 [20]
- Silence 2 [10]
- Strongbow [1]
- Trading Character Points for Money, \$2,000 [4]
- Weapon Master (Bow) [20]

### DISADVANTAGES

- Code of Honor (Gentleman's) [-10]
- Compulsive Carousing (12 or less) [-5]
- Gluttony (12 or less) [-5]
- Intolerance (Low-Class Rabble) [-5]
- Kleptomania (12 or less) [-15]
- Lecherousness (12 or less) [-15]
- Social Stigma (Disowned) [-5]
- Stubbornness (6) [-10]
- Claims 'elven ancestry' is why he never gets lost [-1]
- Distinctive Feature—Eyepatch [-1]
- Likes taller partners [-1]
- Prefers gems and jewelry to coins [-1]
- Talks a lot about what he'll do when his good name is restored [-1]

### SKILLS

- Bow-20 [24]
- **Shortbow (20): 1d+1 imp, Acc 1, Range 110/165**
- Camouflage-12 [1]
- Cartography-10 [2]
- Climbing-11 [1]
- Fast-Draw (Arrow)-12 [1]
- Gesture-10 [1]
- Hiking-12 [1]
- Mimicry (Bird Calls)-11 [2]
- Navigation (Land)-14 [1]
- Observation-11 [1]
- Staff-11 [1]
- Stealth-12 [2]
- Survival (Plains)-13 [1]
- Tracking-14 [2]
- Traps-10 [2]

### EQUIPMENT (\$3,000, 86.63 LBS)

†**Combat Load: 17.88 lbs (Light Encumbrance: -1 Dodge, Move 4)**

- †Arrow (25x) (\$50, 2.5 Lbs)
- Arrow (25x) (\$50, 2.5 Lbs)
- †Belt pouch (\$132, 2.88 Lbs)
- Blanket (\$20, 4 lbs)
- †Bodkin arrow (25x) (\$50, 2.5 Lbs)
- Bodkin arrow (25x) (\$50, 2.5 Lbs)
- Compass (\$50, 5 lbs)
- †Copper coin (7x) (\$7, 0.14 Lbs)
- †Cutting arrow (20x) (\$40, 2 lbs)
- Cutting arrow (20x) (\$40, 2 lbs)
- †Fine elven shortbow (st II) (\$1,000, 1.5 lbs)
- †Glow vial (\$30, 0.5 Lbs)
- †Hip quiver (\$55, 3 lbs)
- Hip quiver (\$55, 3 lbs)
- †Hip quiver, large (\$130, 7 lbs)
- Hip quiver, large (\$130, 7 lbs)
- †Meteoric iron arrow (5x) (\$200, 0.5 Lbs)
- Minor healing potion (drinkable) (4x) (\$480, 2 lbs)
- †Ordinary clothes (dungeon camouflage) (\$250, 2 lbs)
- †Personal basics (1 lbs, \$5)
- †Potion belt (\$540, 3 lbs)
- Rations (21x) (\$42, 10.5 Lbs)
- †Shoulder quiver (\$410, 1.5 Lbs)
- †Silver coin (2x) (\$40, 0.04 Lbs)
- †Silver-headed arrow (5x) (\$200, 0.5 Lbs)
- Small backpack (\$188, 32.75 Lbs)
- †Sundial, miniature (\$40, 1 lbs)
- Tent, 1-man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Water (per gallon) (8 lbs)
- Wheelbarrow (\$1,023, 68.75 Lbs)

<b>ST</b> 7	<b>DX</b> 12	<b>IQ</b> 10	<b>HT</b> 13			
[−30]	[40]	[0]	[30]			
Damage 1d−3/1d−2	Move 5 [0]	Will 10 [0]	Basic Speed 6.25 [0]			
Lifting ST 7		Per 10 [0]	Basic Move 5 [−5]			
Basic Lift 9.8	Control Thresholds					
<b>HP</b>	1/10	1/2 CM	CM	1.5xCM	>2xCM	<b>FP</b>
10 [6]	1	4	7	11	14	13 [0]
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>				<b>DR</b>
9 (DX)	9	7				0







# FAST DELVERS

## CELINIA THIBEAULT

187-PT ELDHUÐ SWASHBUCKLER

Celinia's mother was a rancher and shepherdess, living isolated from town as she tended her flock. Her father was a soulless bölvaðr (accursed one) trying to play a long game. He courted, seduced, and later murdered Celinia's mother, and stayed around to raise the child as a force of evil in the world. She grew up isolated, learning rune and demon lore... until a holy warrior of The Queen of the World put paid to the bölvaðr and showed Celinia the power of righteousness (and even introduced her indirectly to her mother thanks to a boon from the Aesir).

She now hates demons with a cold disdain. She quickly made up for lost time, becoming a social butterfly and an overtly loud rejection of the subtle and conniving plans of her father. If she does it, she does it big, and with a smile.

### ADVANTAGES

- Appearance, Attractive [4]
- Charisma 1 [5]
- Combat Reflexes [15]
- Enhanced Parry (Rapier) 1 [5]
- Extinguishing Touch [2]
- Fire Resistance 5 [15]
- Nimble Tail [5]
- Rapier Wit [5]
- Runecarved Weapon (Rapier) [1]
- Sharp Teeth [1]
- Signature Gear (Rapier) [1]
- Trading Character Points for Money, \$1,000 [2]
- Weapon Bond (Rapier) [1]
- Weapon Master (Rapier) [20]

### DISADVANTAGES

- Chummy [-5]
- Compulsive Gambling (12) [-5]
- Curious (12) [-5]
- Impulsiveness (6) [-20]
- Overconfidence (12) [-5]
- Sense of Duty (Adventuring companions) [-5]
- Unnatural Features 2 [-2]
- Xenophilia (9) [-15]
- Calls demons 'dad' just to annoy them [-1]
- Claims 'elven ancestry' is why she's light on her feet [-1]
- Dresses in bright, clashing colors [-1]
- Gets the worst hangovers after a night of partying [-1]
- Perpetually cheerful [-1]

### SKILLS

- Acrobatics-13 [2]
- Brawling-14 [1]
- Carousing-12 [1]
- Climbing-13 [1]
- Fast-Draw (Potion)-15 [1]
- Fast-Draw (Sword)-15 [1]
- Hidden Lore (Demons)-10 [2]
- Intimidation-13 [4]
- Jumping-14 [1]
- Rapier-19 [20]
- Edged Rapier (20): 1d+4 cut, 1d+1 imp, Reach 1,2 [20]
- Savoir-Faire-10 [1]
- Stealth-13 [1]
- Throwing-15 [4]
- Wrestling-14 [2]

### EQUIPMENT (\$2,000, 62.67 lbs)

†Combat Load: 29.92 lbs (Light Encumbrance: -1 Dodge, Move 4)

- †Alchemist's fire (grenade) (4x) (\$400, 4 lbs)
- †Belt pouch (\$10, 0.2 Lbs)
- Blanket (\$20, 4 lbs)
- †Copper coin (19x) (\$19, 0.38 Lbs)
- †Edged rapier (\$1,000, 3 lbs)
- †Glow vial (\$30, 0.5 Lbs)
- †Heavy leather boots (\$52, 4.2 Lbs)
- †Heavy leather helm (\$38, 3 lbs)
- †Heavy leather vest (\$158, 12.6 Lbs)
- Personal basics (\$5, 1 lb)
- †Potion belt (\$60, 1 lbs)
- Rations (21x) (\$42, 10.5 Lbs)
- †Silver coin (2x) (\$40, 0.04 Lbs)
- Small backpack (\$60, 3 lbs)
- Tent, 1-man (\$50, 5 lbs)
- Torch (2x) (\$6, 2 lbs)
- Wineskin (full) (\$10, 8.25 Lbs)

<b>ST</b> 12 [20] Damage 1d-1/1d+2 Lifting ST 12 <sup>*</sup> Basic Lift 29	<b>DX</b> 14 [80] Move 5 [0]	<b>IQ</b> 10 [0] Will 12 [10] Per 10 [0]	<b>HT</b> 12 [20] Basic Speed 6.5 [0] Basic Move 6 [0]			
<b>Control Thresholds</b>						
<b>HP</b> 12 [0]	1	6	12	18	24	<b>FP</b> 12 [0]
<b>Parry</b>	<b>Dodge</b>	<b>Block</b>				<b>DR</b>
14F (RAPIER)	10	9 (DX)				2







# HIRELINGS

One doesn't have to purchase every capability with character points. Sometimes you can do it with cash. The martial artist, being mostly unarmed and unarmored doesn't bring much to the table for the price. Buckles don't swash themselves, nothing beats the ability of a scout to act as guide or fire support. The thief, of course, is a very particular skill set, and something a party only needs periodically. But when you need them, you really need them. Here, then, are two thieves, and one each of swashbuckler and scout, ready to kill things and take their stuff.

## EIDUNN RAGNADOTTIR 62-PT HUMAN THIEF

Eidunn is known around town for being the one who was always in places she wasn't supposed to be. How she got there, bypassing locks and tricky passages, over creaky floors...folks would call it a talent if it weren't so suspicious. She's been accused several times of thievery, but never with enough credibility to get her banished.

She is a Novice thief with Crooked and Friendly, and the Cat Burglar upgrade.



### ADVANTAGES

- High Manual Dexterity 2 [10]

### SKILLS

- Acrobatics-10 [1]
- Carousing-11 [1]
- Climbing-12 [1]
- Escape-11 [2]
- Filch-11 [1]
- Forced Entry-13 [2]
- Lockpicking-15 [4]
- Main-Gauche-12 [2]
- Long knife (12): *1d-1 cut, 1d-2 imp, Reach C,1.*
- Pickpocket-13 [2]
- Shadowing-11 [1]
- Sleight of Hand-12 [1]
- Stealth-15 [12]
- Traps-11 [4]
- Urban Survival-13 [2]

### DISADVANTAGES

- Code of Honor (Outlaw's) [-5]
- Kleptomania (12) [-15]
- Social Stigma (Criminal Record) [-5]
- Chummy [-5]
- Sense of Duty (Adventuring Companions) [-5]
- Xenophilia (9) [-15]

### EQUIPMENT (\$995, 16.5 lbs)

- Thieves' kit (\$730, 8.7 lbs)
- Long knife (\$120, 1.5 lbs)
- Light leather armor (body only) (\$53, 6.3 lbs)

No Encumbrance: -0 Dodge, Move 5

<b>ST</b> 10 [0]	<b>DX</b> 12 [40]	<b>IQ</b> 10 [0]	<b>HT</b> 11 [10]
<b>Damage</b> 1d-2/1d	<b>Move</b> 5 [0]	<b>Will</b> 10 [0]	<b>Basic Speed</b> 5.75 [0]
<b>Lifting ST</b> 10	<b>Basic Lift</b> 20	<b>Per</b> 13 [15]	<b>Basic Move</b> 5 [0]
<b>HP</b> 10 [0]	<b>Control Thresholds</b>		<b>FP</b> 11 [0]
<b>Parry</b> 9F	<b>Dodge</b> 8	<b>Block</b> 7 (DX)	<b>DR</b> 1



## HERLIEFR DANNSON 62-PT HUMAN THIEF

When you need to get to those hard-to-reach places, Herliefr is your guy. From an early age, he was running, climbing trees and leaping crazily from branch to branch...even occasionally making some money as an acrobat at festivals. But sometimes, you need someone to carry a guide-rope to a high nook in which perhaps valuable things are found. It's a rare thing, but it happens.

Herliefr is a Novice Thief with the Fortune's Fool and Swindler disadvantage packages and the Acrobat upgrade with points moved to Speed from Basic Move. Novice thieves and swashbucklers benefit from this change. He's really Overconfident!

### ADVANTAGES

- High Manual Dexterity 1 [5]
- Perfect Balance [15]

### DISADVANTAGES

- Compulsive Gambler (12) [-5]
- Overconfidence (6) [-10]
- Trickster (12) [-15]
- Curious (12) [-5]
- Impulsiveness (9) [-15]

### EQUIPMENT (\$895, 16.1 lbs)

- Sai (\$60, 1.5 lbs) [5]
- Spelunker's Kit (\$595, 12.5 lbs) [15]
- Standard lockpicks (\$50, 0.1 lbs)
- Good Trap-Finder's Kit (+1 to skill) (\$250, 2 lbs)

No Encumbrance: -0 Dodge, Move 6

### SKILLS

- Acrobatics-13 [4]
- Carousing-11 [1]
- Climbing-13 [1]
- Escape-10 [1]
- Filch-11 [1]
- Forced Entry-11 [1]
- Lockpicking-13 [2]
- Main-Gauche-12 [2]
- **Sai (12): 1d cr, 1d-2 imp**
- Pickpocket-12 [1]
- Shadowing-10 [1]
- Sleight of Hand-11 [1]
- Stealth-13 [4]
- Traps-10 [2]
- Urban Survival-12 [2]



<b>ST</b> 10 [0]	<b>DX</b> 12 [40]	<b>IQ</b> 10 [0]	<b>HT</b> 11 [10]
<b>Damage</b> 1d-2/1d	<b>Move</b> 6 [0]	<b>Will</b> 10 [0]	<b>Basic Speed</b> 6.00 [5]
<b>Lifting ST</b> 10	<b>Basic Lift</b> 20	<b>Per</b> 12 [10]	<b>Basic Move</b> 6 [0]
<b>HP</b> 10 [0]	<b>Control Thresholds</b>		<b>FP</b> 11 [0]
<b>Parry</b> 9F	<b>Dodge</b> 9	<b>Block</b> 7 (DX)	<b>DR</b> 0



## *Advantages and Advantageous Traits*

360° Vision .....DFM9	Danger Sense .....DFA48	Extra Fatigue Points .....DFA10	Increased Intelligence .....DFA8	Power Investiture (Clerical) .....DFA20	.....DFA24
Absolute DirectionDFA46	Daredevil.....DFA37	Extra Head.....DFM10	Increased Perception .....DFA10	Power Investiture (Druidic) .....DFA23	Speak With Plants DFA24
Acute Hearing.....DFA46	Dark Vision.....DFM10	Extra Hit Points...DFA10	Increased Strength DFA8	Pressure Support .DFM11	Spider-Climb .....DFM12
Acute Sense .....DFA46	Detect.....DFM10	Extra Life .....DFM10	Increased Will ....DFA10	Rallying Cry.....DFA28	Spider Climb .....DFA31
Acute Taste & Smell .....DFA46	Detect Evil.....DFA20	Faith Healing.....DFA21	Indomitable .....DFM11	Rapid Healing.....DFA52	Spirit Empathy ...DFA53
Acute Touch.....DFA46	Detect Good .....DFA20	Fearlessness .....DFA49	Infravision .....DFM11	Rapid Healing, Very .....DFA52	Springing Attack ..DFA37
Acute Vision .....DFA46	Diffuse .....DFM10	Fit .....DFA49	Injury Reduction ..DFM11	Rapier Wit.....DFA37	Striking ST .....DFA53
Aerial .....DFM12	Discriminatory Smell .....DFA16	Fit, Very .....DFA49	Intuition .....DFA50	Recovery .....DFA52	Strongbow.....DFA35
Altered Time Rate .DFM9	Discriminatory Taste .....DFM10	Flexibility .....DFA49	Invisibility.....DFM11	Regeneration.....DFA31	Super Jump .....DFM12
Ambidexterity.....DFA47	Divine Guidance...DFA20	Flight .....DFM11	Language.....DFA51	Regeneration.....DFM11	Supernatural Durability .....DFM12
Amphibious .....DFM9	Divine Omens...DFA20	Forest Guardian ..DFA44	Language Talent...DFA51	Regrowth .....DFM11	Teeth, Sharp .....DFA43
Animal Empathy ..DFA47	Doesn't Breathe...DFM10	Gills .....DFM11	Lifting ST .....DFA16	Resist Evil .....DFA27	Telescopic Vision .DFA35
Animal Friend.....DFA47	Doesn't Eat or Drink .....DFM10	Gizmo.....DFA39	Limited Camouflage .....DFM11	Resist Good .....DFM11	Temperature Tolerance (Cold) .....DFA16
Appearance.....DFA47	Doesn't Sleep ....DFM10	Great Void .....DFA37	.....DFM11	Resistant to Disease .....DFA52	Temperature Tolerance (Hot).....DFA16
Arm ST .....DFM10	Double-Jointed...DFA49	Green Thumb .....DFA50	Luck, Extraordinary .....DFA51	Resistant to Poison .....DFA52	Terrain Adaptation .....DFM12
Armor Familiarity DFA37	Dragon Skin .....DFA31	Halfing Marksmanship .....DFA45	Luck, Ridiculous...DFA51	Rest in Pieces ....DFA27	Terror .....DFM12
Armor Mastery ...DFA28	Eidetic Memory...DFA48	Hard to Kill.....DFA50	Magery .....DFA41	Sacrificial Block...DFA28	Tiger Sprint .....DFA31
Bardic Talent.....DFA17	Empathy .....DFA48	Hard to Subdue...DFA50	Magical Resistance..DFA51	Sacrificial Parry...DFA29	Tough Skin .....DFA16
Beast Flight .....DFA24	Energy Reserve (Druidic) .....DFA48	Healer .....DFA50	Mantis Strike .....DFA31	Sealed .....DFM11	Trademark Move ..DFA53
Born Entertainer..DFA47	Energy Reserve (Holy) .....DFA48	Heroic Archer.....DFA35	Mind Shield.....DFA51	Sensitive Touch ...DFA39	Trained by a Master .....DFA31
Born War Leader ..DFA47	Energy Reserve (Magical) .....DFA48	Heroic Grace .....DFA26	Multi-Aim.....DFA35	Serendipity .....DFA52	Turning.....DFA21
Brachiator .....DFM10	Enhanced Block (Cloak) .....DFA49	Heroic Might .....DFA26	Nature's Shield...DFA24	Sharp Claws .....DFA43	Unfazeable.....DFA53
Cast-Iron Stomach .....DFM10	Enhanced Block (Shield) .....DFA49	Heroic Vitality....DFA26	Nictitating Membrane .....DFM11	Shield-Wall Training .....DFA29	Uninterrupted Flurry .....DFA31
.....DFM10	Enhanced Dodge..DFA49	High Manual Dexterity .....DFA39	Night Vision.....DFA51	Shield Mastery.....DFA29	Universal Digestion .....DFM12
Catfall .....DFA39	Enhanced Move...DFM10	High Pain Threshold .....DFA50	No Blood.....DFM11	Signature Gear.....DFA53	Unkillable .....DFM12
Chameleon.....DFM10	Enhanced Parry...DFA49	Holiness .....DFA26	No Brain .....DFM11	Silence.....DFA35	Unkillable (Total) .DFM12
Charisma.....DFA48	Enhanced Time Sense .....DFA37	Homogenous .....DFM11	No Eyes .....DFM11	Slippery .....DFM12	Unliving .....DFM12
Chi Talent.....DFA30	Every One's a Critical .....DFA37	Honest Face .....DFA50	No Head .....DFM11	Sonar .....DFM12	Vibration Sense ...DFM12
Clerical Investment .....DFA22	Expert Backstabbing .....DFA39	Immunity .....DFM11	No Neck .....DFM11	Song of Command DFA18	Voice.....DFA54
Combat Reflexes .DFA48	Extra-Arm.....DFM10	Improved Magic Resistance.....DFA41	No Vitals.....DFM11	Song of Echoes ....DFA18	Wealth.....DFA54
Compartmentalized Mind .....DFM10	Extra Attack.....DFA49	Increased Basic Move .....DFA11	Outdoorsman .....DFA51	Song of Humiliation .....DFA18	Weapon Bond.....DFA54
Constriction Attack .....DFM10	.....DFA48	Increased Basic Speed .....DFA11	Penetrating Voice.DFA52	Song of Sending...DFA18	Weapon Master...DFA54
Contingency Casting .....DFA20	.....DFA48	Increased DextertyDFA8	Perfect Balance...DFA52	Song of Terror ....DFA18	Widget-Worker ...DFA44
Control Animal ...DFA24	.....DFA48	Increased Health ...DFA8	Peripheral Vision .DFA52	Song of the Wild ..DFA18	Wild Magic.....DFA41
Cultural Adaptability .....DFA48	.....DFA48	.....DFA48	Photographic Memory .....DFA48	Speak With Animals .....DFA54	Wild Talent .....DFA54
Damage Resistance .....DFM10	.....DFA48	.....DFA48	Pickaxe Pentchant DFA44		
	.....DFA48	.....DFA48	Plant Empathy.....DFA24		

## *Disadvantages and Disadvantageous Traits*

Absent-Mindedness .....DFA56	Compulsive Carousing .....DFA59	Disciplines of Faith (Mysticism).....DFA59	Klutz .....DFA62	One Hand .....DFA64	Social Stigma (Savage) .....DFA66
Automaton .....DFM12	Compulsive Gambling .....DFA59	Disciplines of Faith (Ritualism) .....DFA59	Lame (Crippled Legs) .....DFA62	Overconfidence...DFA64	Stubbornness .....DFA66
Bad Grip.....DFM13	Compulsive Generosity .....DFA59	Disturbing Voice ..DFM13	Lame (Legless).....DFA62	Overweight .....DFA64	Total Klutz .....DFA62
Bad Smell .....DFM13	Compulsive Lying .DFA59	Divine Curse .....DFM13	Lame (Missing Legs) .....DFA62	Paranoia .....DFA64	Trickster .....DFA66
Bad Temper .....DFA57	Compulsive Spending .....DFA59	Dread .....DFM13	Laziness.....DFA62	Phobia.....DFA64	Truthfulness .....DFA67
Battle Rage .....DFM13	Compulsive Vowing .....DFA59	Easy to Read.....DFA60	Lecherousness .....DFA62	Post-Combat Shakes .....DFA65	Uncontrollable Appetite .....DFM14
Berserk .....DFA57	Cowardice.....DFA59	Fanaticism.....DFA60	Lifebane.....DFM13	Pyromania.....DFA65	Unfit .....DFA67
Blindness .....DFA57	Curious.....DFA59	Fat.....DFA60	Loner .....DFA63	Quadruped.....DFM13	Unfit (Very) .....DFA67
Bloodlust .....DFA57	Decreased Basic Move .....DFA11	Fewer Fatigue Pts.DFA10	Low Pain Threshold .....DFA63	Reprogrammable..DFM13	Unhealing.....DFM14
Brittle .....DFM13	Decreased Basic Speed .....DFA11	Fewer Hit Points ..DFA10	Miserliness .....DFA63	Sadism .....DFM13	Unhealing (Total) DFM14
Bully .....DFA57	Decreased Dexterty .....DFA11	Frightens Animals DFA60	Mute .....DFM13	Selfless .....DFA65	Unnatural.....DFM14
Callous .....DFA57	Decreased Intelligence .....DFA8	Gluttony .....DFA60	Nervous Stomach.DFA63	Semi-Upright ....DFM14	Unnatural Features .....DFA67
Cannot Float .....DFM13	Decreased Perception .....DFA10	Greed .....DFA60	No Fine Manipulators .....DFM13	Sense of Duty.....DFA65	Vow .....DFA67
Cannot Learn .....DFM13	Decreased Strength DFA8	Greagarious.....DFA58	No Manipulators ..DFM13	Sessile .....DFM14	Weakness .....DFM14
Charitable .....DFA58	Decreased Will .....DFA10	Gullibility .....DFA61	No Sense of Humor .....DFA63	Short Attention Span .....DFA66	Wealth.....DFA67
Chummy .....DFA58	Dependency .....DFM13	Ham-Fisted.....DFA61	No Sense of Smell/Taste .....DFM13	Skinny .....DFA66	Wildness Magnet DFA67
Cleuesless .....DFA58	Disciplines of Faith (Chi Rituals).....DFA59	Hard of Hearing...DFA61	No Sense of Smell/Taste .....DFM13	Slave Mentality...DFM14	Wild Animal .....DFM14
Code of Honor (Bushido) .....DFA58	.....DFA59	Hidebound .....DFM13	Oblivious .....DFA63	Slithers.....DFM14	Wounded .....DFA67
Code of Honor (Chivalry) .....DFA58	.....DFA59	Honesty .....DFA61	Obsession.....DFA63	Social Stigma (Criminal Record).....DFA66	Xenophilia .....DFA68
Code of Honor (Gentleman's).....DFA58	.....DFA59	Horizontal .....DFM13	Odious Personal Habit .....DFA63	Social Stigma (Disowned) .....DFA66	
Code of Honor (Outlaw's) .....DFA58	.....DFA59	Illiteracy .....DFA61	Odious Racial Habit .....DFA63	Social Stigma (Excommunicated)DFA66	
Code of Honor (Soldier's) .....DFA58	.....DFA59	Impulsiveness ....DFA61	.....DFM13	Social Stigma (Half-Breed).....DFA66	
Cold-Blooded.....DFM13	.....DFA59	Incurious .....DFM13	One Arm .....DFA63	Social Stigma (Minority Group) .DFA66	
Combat Paralysis DFA58	.....DFA59	Infectious Attack..DFM11	One Eye .....DFA63		
	.....DFA59	Intolerance .....DFA61			
	.....DFA59	Invertebrate.....DFM13			
	.....DFA59	Jealousy .....DFA61			
	.....DFA59	Kleptomania .....DFA62			





NIMBLE AND KEEN ADVENTURER EXAMPLES FROM 62 POINTS

## FLASHING BLADES, LETHAL ARROWS

Deadly archers, subtle thieves, flamboyant swashbucklers, and dedicated unarmed martial artists deliver death from the flanks. And they'll never see it coming.

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