

Character Classes

A D&D goes GURPS Document by Pythagoras

Introduction

There is one thing I like about the D&D classes and that is that there are cool abilities to look forward to. I think gaining the ability to "Pass without Trace" is far cooler than knowing that after the next adventure your Stealth skill will be improved by 1. Thus, there are some special abilities that emulate D&D levels and can be bought with character points. The cool part is that you can easily build your own balanced classes.



Special Abilities

First, let's look at the various special abilities available to the character classes. Note that some of the advancement trees presented here are based on feats.

Acrobatic Abilities

These abilities rely on dexterity and are typically available to barbarians, monks, and rogues in D&D, although orthodox representations will not take all abilities in this tree, depending on class.

Uncanny Dodge [15]

Prerequisites: Acrobatics 13+

This version of uncanny dodge helps in combat. It is in effect *enhanced dodge* and does not stack with that ability. The

only reason to take this ability is that it is a prerequisite for *Trap Sense*.

Evasion [12]

Prerequisites: Acrobatics 14+, Per 11+
The character can evade damage from magical attacks (-20%) that hit him, by taking at least a partial evade action. Doing so requires an *Acrobatics-5* roll (-20%) and grants DR 4 against the damage taken.

Controlled Fall [10]

Prerequisites: Acrobatics 16+, Jumping 12+, Evasion

You have the ability to control your fall to take less damage. This corresponds to the *Catfall* advantage, which may not be normally taken by most humanoids.

Trap Sense [15]

Prerequisites: Acrobatics 16+, Observation 14+, Uncanny Dodge

The character has a sixth sense for traps, allowing him to avoid being hurt once a trap springs. *Trap Sense* grants +2 on dodge rolls vs. traps.

Improved Uncanny Dodge [30]

Prerequisites: Acrobatics 18+, Trap Sense

You have 360° Vision with the Panoptic I enhancement.

Improved Evasion [24]

Prerequisites: Acrobatics 18+, Per 13+
The character can evade damage from magical attacks (-20%) that hit him, by taking at least a partial evade action. Doing so requires an *Acrobatics-5* roll (-20%) and grants DR 8 against the damage taken.

Spiritual Fighter

Some fighters have abilities beyond the natural, being capable of special combat trances. Chief among these are the barbarians, who call their trance a "rage". Variants are easily produced, for example, some monks might have a similar combat trance but with increased DX and Will. Also, the trance might have additional drawbacks such as bloodlust or berserker.

Spiritual Fighter [5]

You are blessed by spirits of nature, learned in great self-discipline, or have another unusual background that allows you access to the special abilities of a spiritual fighter.

Rage [12]

Prerequisites: Spiritual Fighter, HT 11+
The Barbarian's rage increases strength and health but reduces dexterity. A good way to offset this effect is to make all-out attacks. In game terms, *Rage* is a shapechange into a racial template exactly like the character's original one, with the following changes:

- +2 ST [20]
- +2 HT [20]
- +2 HP [4]
- Fearlessness 3 [6]
- -2 DX [-40]

The ability to rage may be used once per day (-40%), however the limited use limitation may be bought off. Rage costs 2 FP to activate and 1 FP per minute of use after the first (-10%). The fatigue cost may only be bought off with tireless rage.

Rage, Greater [34]

Prerequisites: HT 13+, Rage without the limited use limitation.
The ST and HT bonus during rage is increased to +4 each.

Damage Reduction [6]

Prerequisites: HT 13+, Spiritual Fighter
The Barbarian gets a natural DR of 2, representing tough skin (i.e., attacks that only need to scratch skin will not suffer this DR).

Rage, Mighty [64]

Prerequisites: HT 15+, Greater Rage
The ST and HT bonus during rage is increased to +6 each.

Tireless Rage [4]

Prerequisites: HT 15+, Mighty Rage
The fatigue cost of rage is bought off.

Positive Energy Channeling

The character has the ability to channel positive divine energy. This energy can be used to turn or destroy undead but is also useful for some other purposes. Those who are able to channel positive energy cannot channel negative energy.

Positive Energy Channeling [5]

Prerequisites: Will 12+, must not be able to channel negative energy.
This unusual background is the basis for the ability to turn and destroy undead.

Turn Undead [24]

Prerequisites: Positive Energy Channeling

You can scare off undead creatures with an aura of power. Only undead that can see you are affected and each use costs 2 FP. In game terms it is Terror 2 [30] (with cosmic +50%, sense based (vision) -20%, magic -10%, costs fatigue 2 FP -10%, accessibility (undead only) -30%).

Destroy Undead [6]

You can shoot a ray of light from your finger that damages undead creatures. Acc +0, 1/2D 2, Max 20, RoF 1, Recoil 1, Damage 3d corrosion (also damages

DR). Each attack costs you 1 FP. (Innate attack cor [30], Inaccurate 3 -15%, Costs Fatigue 1 -5%, reduced range -20%, magic -10%, accessibility (undead only) -30%)

Negative Energy Channeling

The character has the ability to channel negative divine energy. This energy can be used to rebuke or control undead but is also useful for some other purposes. Those who are able to channel positive energy cannot channel negative energy and vice versa.

Negative Energy Channeling [5]

Prerequisites: Will 12+, must not be able to channel positive energy. This unusual background is the basis for the ability to rebuke and destroy undead.

Rebuke Undead [24]

Prerequisites: Negative Energy Channeling

You can scare off undead creatures with an aura of power. Only undead that can see you are affected and each use costs 2 FP. In game terms it is Terror 2 [30] (with cosmic +50%, sense based (vision) -20%, magic -10%, costs fatigue 2 FP -10%, accessibility (undead only) -30%).

Control Undead [25]

You can control undead with your sheer willpower. An opposed IQ vs. willpower quick contest is required. Range penalties apply, as well as a -1 per undead already under your control. Failed rolls render that specific undead immune to your control for 24h. All undead under your control lack any kind of initiative, even if they are normally free willed. (Mind Control [50], magic -10%, puppet -40%)

Wild Shape Shifter

The character is able to take the form of a wild animal of his choice. The ability to take wild shape improves with experience, finally including elemental creatures. The abilities in this tree are quite straightforward and variants that are limited to other creatures are easily created. For example, an assassin might be limited to nocturnal creatures.

Wild Shape Shifter [5]

Prerequisites: Naturalist 12

The ability to shift into wild shape is an unusual background.

Wild Shape [40]

Prerequisites: Wild Shape Shifter

You can turn into any animal (-20%) whose racial template (without bestial and the intelligence penalty) does not cost more than yours. You can use this ability once per day (-40%).

Greater Wild Shape [35]

Prerequisites: Wild Shape

You can turn into any animal (-20%) whose racial template (without bestial and the intelligence penalty) does not cost more than yours +50 points. You can use this ability twice per day (-30%).

Mighty Wild Shape [65]

Prerequisites: Greater Wild Shape

You can turn into any animal or elemental (-10%) whose racial template (without bestial and the intelligence penalty) does not cost more than yours +100 points. You can use this ability four times per day (-20%).

Thousand Faces [5]

Prerequisites: Mighty Wild Shape

Not only can you change into animals of your choice, you can also change the look of your face at will.

Nature's Friend

This advancement tree contains all kinds of powers related to the natural world.

Nature Sense [10/level]

Prerequisites: Naturalist 14

This ability is equivalent to the outdoorsman talent and can be taken up to level 2.

Wild Empathy [17]

Prerequisites: Nature Sense 2

The character has abilities equivalent to *Animal Empathy* and *Charisma 3 (Animals only -20%)*.

Woodland Stride [5]

Prerequisites: Wild Empathy, Naturalist 16

The character can pass undergrowth unimpeded. This is very similar to *Terrain Adaptation*.

Trackless Step [5/level]

Prerequisites: Woodland Stride, Naturalist 18

The character leaves less and less tracks while walking, giving an opponent -1/level on her *Tracking* roll. Maximum level for this ability is 10.

Natural Resistance

This advancement tree includes several abilities that help against natural threats. Obtaining these resistances requires special training that is not available to the general populace.

Natural Resistance [10]

Prerequisites: -

This is an unusual background needed to gain access to the various resistance abilities.

Hazard Resistance [5]

Prerequisites: Natural Resistance

The character is more resistant to a specific natural hazard. This advantage can be twice, as it exists for two different threats: Poison and Sickness. The character get +3 on all checks against this particular threat.

Hazard Immunity [10]

Prerequisites: Hazard Resistance

Instead of a +3 bonus, the character is immune to that kind of threat.

Timeless Body [15]

Prerequisites: Both kinds of Hazard Immunity, Meditation 16+

You are *Unaging*.

Empty Body [72]

Prerequisites: Timeless Body, Meditation 18+

You have the *Insubstantiality* advantage. The ability costs 2 FP to activate and 1 FP per minute keep up (-10%).

Perfect Self [20]

Prerequisites: Timeless Body, Meditation 19+

You are considered to have *Injury Tolerance (Unliving)* for the purposes of taking damage.

Unarmed Fighting

These abilities are most commonly practiced by monks. The basic prerequisite is the *Trained By a Master [30]* ability from the *Basic Set*.



Stunning Strike [9/level]

Prerequisites: Trained by a Master, any unarmed combat skill at 14+

A Stunning strike is an affliction. It is an unarmed melee attack that cannot be parried (-35%). The target must make a HT+1-level+DR save and is stunned for one second per point of failure. If the roll is failed by 5 or more, the target is paralyzed (+30%). Each use cost 1 FP (-5%). This ability may be bought up to level 4.

Quivering Palm [42/level]

Prerequisites: Stunning Strike, any unarmed combat skill at 20+

The character can hit an enemy with a special strike that does not have an immediate effect but rather starts working after some onset time. The Quivering Palm is an affliction. It is an unarmed melee attack that cannot be parried (-35%). The target possibly suffers a heart attack (+300%) at some later point of time, by a simple thought of the martial artist (+50%). The target must make a HT+1-level+(DR of the original hit location) save or die immediately. Each use cost 1 FP (-5%). This ability may be bought up to level 4.

Mental Discipline

These abilities are typically taken by those capable of extreme mental discipline, typically monks or paladins.

Still Mind [4/level]

Prerequisites: Meditation 17+level
Due to his extreme mental discipline, the character is able to resist mental attacks better. This ability is represented by the *Mind Shield* ability. Maximum level is 5.

Self-Healing [6]

Prerequisites: Meditation 19+, Still Mind 1

This ability works like *Healing* with the injuries limitation (-20%) and can be used only once per day (-40%) and only on the character himself (-20%). A

successful *Meditation-6* roll is required instead of IQ.

Diamond Soul [5/level]

Prerequisites: Meditation 19+, Still Mind 2

The character is especially resistant to magical attacks due to his extreme mental discipline. Diamond Soul grants *Magic Resistance (Improved)* and can be taken up to level 4.

Tongue of the Sun

and the Moon [50]

Prerequisites: Meditation 19+, Public Speaking 14+, Diamond Soul

You speak and understand any language at native level, regardless of our skill levels. (The price for this ability really depends on the number of languages in your campaign. The cost here assumes that the character would have to take *Language Talent* and 10 languages to be understood anywhere around the world.)

Improved Movement

Many D&D classes at least invest in the basics of this supernatural advancement tree.

Improved Movement [5]

Prerequisites: -

The character trains his ability to move fast. This unusual background is the entry point to this advancement tree.

Fast Movement [9]

Prerequisites: Improved Movement, Running 15+

Your movement is increased by 50%. This ability can only be used for short bursts of speed, costing 2 FP to activate and 1 FP per minute to keep up (-10%). (Purists might want to remove the FP cost for monks and barbarians).

Very Fast Movement [9]

Prerequisites: Fast Movement, Running 18+

Your movement is increased by 100%. This ability can only be used for short bursts of speed, costing 2 FP to activate and 1 FP per minute to keep up (-10%). (Purists might want to remove the FP cost for monks and barbarians).

Abundant Step [20]

Prerequisites: Improved Movement, Running 18+, Meditation 16+

The character is fast enough to actually move through the folds of reality. This ability has a limited range of 100 meters (-40%) and can be used only once per day (-40%).

Spellcaster

There are many ways to represent magic. I prefer to use a power-based magic system as can be found on the GURPS hardpoint¹. Use one of the advancement trees presented there to create a spellcaster.

Supernatural Bloodhound

The character is a supernaturally well-trained hunter. While he excels at hunting a specific race, his supernatural abilities serve him also well in general hunting situations. This track represents the supernatural abilities of a ranger.

Supernatural Bloodhound [5]

Prerequisites: Expert Skill (*Race*) at any level for any race.

You have a supernatural bond/aversion towards specific races acquired during your relentless hunt.

Favoured Enemy

[varies, default 16/level]

Prerequisites: Expert Skill (*Race*) 9+level*3, Supernatural Bloodhound

Special: A group of enemies must be specified, typically a racial group. The ranger gains +2 to Fast-Talk, Observation, Tracking, and Body Language when applied to members of the race designated as favoured enemy. Additionally, the ranger's striking ST against the favoured enemies is increased by 2.

The base cost of this package is 20, modified by an accessibility percentage, which largely depends on how often a certain type of creature will occur in your campaign (default is 20%)². This skill can be taken in three levels, consecutively increasing the modifiers granted.

Master Tracker [12]

Prerequisites: Tracking 18+, at least one level of *Favoured Enemy*

You have the *Luck* advantage with regard to shadowing, tracking, and stealth.

Quick Camouflage [16]

Prerequisites: Master Tracker

The ranger is very good at blending into natural surroundings (-20%), gaining a +4 bonus to stealth while standing still.

Hide in Plain Sight [16]

Prerequisites: Quick Camouflage

The ranger is impossibly good at blending into natural surroundings (-20%), gaining an additional +4 bonus to stealth while standing still.

¹ www.gurps.hardpoints.de/downloads/fantasy/MagicOfGlantri.pdf

² Sorry about this offbeat comment. Is it just me, or does this ability have a bit of a nazi flavour? The term used in the German rulebook literally translates as "racial enemy"!

Holy Aura

Paladins and other holy men are often surrounded by a holy aura that has several impressive effects³.

Holy Aura [5]

Prerequisites: Religious Ritual at any level, 20 points in self-imposed mental disadvantages.

You have a holy aura as an unusual background. Should you ever violate your self-imposed mental disadvantages, you will lose all your holy aura powers until you atone with a quest determined by the GM. This is similar to the Pact limitation.

Smite Anathema [9]

Prerequisites: Religious Ritual 12+, Holy Aura

When attacking opponents that you *know* to worship deities diametrically opposed to yours (GM's call, -40%), you gain +2 Striking ST and +1 to your combat skill.

Divine Grace [22]

Prerequisites: Religious Ritual 15+, Holy Aura

You are good at resisting metabolic hazards of all kinds, gaining a +3 bonus to HT checks to resist these. You also gain DR 3 against all magical damage.

Lay on Hands [30]

Prerequisites: Religious Ritual 15+, Divine Grace

You can heal others by laying on hands. This is in effect *Healing (Faith Healing, Injuries Only)*.

Courage [15]

Prerequisites: Religious Ritual 16+, Divine Grace

You are *unfazeable* and thus immune against any kind of fear.

Aura of Courage [24]

Prerequisites: Courage

You radiate an aura of courage that gives all allies within 4 meters who pass a HT check to gain +3 to all fear checks for one minute per point of success.

Divine Health [20]

Prerequisites: Religious Ritual 15+, Divine Grace

You are now immune against metabolic hazards of all kinds.

Greater Lay on Hands [6]

Prerequisites: Religious Ritual 15+, Divine Grace

Your *Lay on Hands* now also heals diseases.

Skill Packages

These skill and advantage packages form the backbones of the various classes described next. For assembly convenience, they come at a point cost of 50 for primary packages and 25 for secondary ones.

Primary Combat Packages

These packages are aimed at fighters, barbarians and others who concentrate on fighting.

Archer [50]

This package focuses on the use of the bow and one melee weapon to keep away close combat opponents.

Combat Reflexes [15], Accute Eyesight 3 [6], Bow DX+3 [12], Crossbow DX+3 [8], Axe/Mace *or* Broadsword DX+2 [8], Knife DX [1]

³ The lack of alignment in GURPS imposes great changes upon the paladin class.



Barbaric Weapons [50]

As the name implies, this is the package of choice for barbarians. It uses little finesse and focuses on large and brutal weapons.

Combat Reflexes [15], High Pain Threshold [10], Two-Handed Axe/Mace DX+2 [8], Brawling DX+3 [8], Axe/Mace DX [1, due to default], Knife DX+2 [4], Bow DX+1 [4]

Focused Fighter [50]

This is probably the best package for a "standard" fighter as it focuses on a single melee weapon and a single ranged weapon.

Combat Reflexes [15], Enhanced Parry (Melee) [5] *or* Enhanced Block [5], Fast-Draw (one weapon *or* Arrow) DX+1 [2], *pick one of the following at DX+3 [12]:* Broadsword, Shortsword, Axe/Mace, Flail, *pick one of the following at DX+2 [4]:* Brawling, Knife, Shield, *pick one of the following [12]:* Bow DX+3, Crossbow DX+4, Thrown Weapon (pick one) DX+4

Knightly Training [50]

You are good at using the weapons of a knight, i.e., the broadsword, lance, and mace.

Combat Reflexes [15], Enhanced Block [5], Axe/Mace DX+2 [8], Bow DX+1 [4], Broadsword DX+2 [8], Shield DX+1 [2], Lance DX+2 [8].

Martial Melee Training [50]

You are trained in the use of a wide range of weapons. While this is

generally not overly useful (even though it models the classic DnD fighter best), you do make a good teacher, duellist, or gladiator.

Combat Reflexes [15], Enhanced Parry (Melee Weapons) *or* Enhanced Block [5], Axe/Mace DX+1 [4], Brawling DX+1 [2], Broadsword DX+1 [4], Flail DX+1 [4], Knife DX+1 [2], Polearm DX+1 [4], Shortsword DX [1, due to default via Broadsword], Spear DX-1 [1], Two-Handed Axe/Mace DX+1 [4], Two-Handed Sword DX+1 [4]

Swashbuckler [50]

You are a master of the rapier, the feint, and the well-timed insult.

Combat Reflexes [15], Enhanced Parry (Melee) [5], Rapier DX+3 [12], Main Gauche DX+2 [8], Feint (Rapier) DX+7 [5], Disarm (Rapier) DX+7 [5].

Two-Weapon Fighter [50]

Many rangers take this option and become masters at fighting with two weapons. Those wishing to fight with two weapons in any armour should remove Enhanced Parry to pay for it.

Extra Attack (only when wearing light armour, 40 lb. and less -20%) [20], Ambidexterity [5], Enhanced Parry (Melee) [5], *pick two of the following at DX+2 [11]:* Broadsword, Shortsword, Axe/Mace, Flail, *pick one of the following at DX+2 [4]:* Brawling, Knife

Unarmed Combat [50]

You excel at unarmed combat, using secret techniques that go far beyond brawling. This is the default package for monks.

Combat Reflexes [15], Enhanced Parry (Unarmed) [5], Ambidexterity [5], *pick one primary style for [12]:* Boxing DX+3, Brawling DX+4, Judo DX+2, Karate DX+2, Sumo Wrestling DX+3, *or* Wrestling DX+3; *pick one secondary style at (primary-1) for [8];* Knife DX [1], Staff DX+1 [4].

Secondary Combat Packages

Assassin [25]

While your combat training is limited, it focuses on particular forms of attack, making you a decent combatant after all. Brawling DX [1], Blowpipe DX-1 [2], Crossbow DX+1 [2], Garotte DX [1], Knife DX+3 [8], Shortsword DX+2 [8], Sneak Attack (pick one skill) Default+2 [3]

Sneak Attack

Hard Technique

Default: prerequisite-3

Prerequisite: Any melee skill that uses a piercing or impaling weapon.

A rogue is trained in targeting the vital parts of an enemy and can use this technique (which cannot exceed the prerequisite) to do so without penalty.

Basic Training [25]

You are trained in some basic weapons, that are commonly available and/or simple to use.

Axe/Mace DX+1 [4], Brawling DX+2 [4], Crossbow DX+2 [4], Knife DX+2 [4], Staff DX+2 [8], Bow DX-1 [1].

Brawler [25]

You have not enjoyed any formal combat training but you know how to handle yourself in a bar fight. Curiously, sorcerers often take this package.

Brawling DX+3 [8], Crossbow DX+2 [4], Knife DX+3 [8], Thrown Weapon (Knife) DX+2 [4], Thrown Weapon (Tankart) DX [1].

Mage [25]

Your combat training has focused on using magical spells. (This package is only appropriate for the power-based magic system.)

Brawling DX [1], Crossbow DX+2 [4], Knife DX+2 [4], Staff DX+1 [4], Wand Use DX+2 [4], Innate Attack (pick Ray, Breath, Touch, or Missile) DX+3 [8]



Specialist Packages

These packages contain the special skills typically available to character classes. These come at different costs (25 and 50) to be available to a wide range of classes.

Con Man, Lesser [25]

A good package for rogues and bards as well as clerics of less savoury religions.

Acting IQ+1 [4], Carousing HT [1], Detect Lies Per [4], Diplomacy IQ-2 [1], Fast-Talk IQ+1 [4], Intimidation Will+1 [4], Public Speaking IQ-1 [1], Savoir-Faire IQ [1], Sex Appeal HT-1 [1], Streetwise IQ+1 [4]

Con Man, Greater [50]

Some rogues and bards concentrate on the art of conning others and take this package.

Smooth Operator 2 [30], Acting IQ [2], Carousing HT [1], Detect Lies Per [4], Diplomacy IQ-2 [1], Fast-Talk IQ+1 [4], Intimidation Will+1 [4], Public Speaking IQ-1 [1], Savoir-Faire IQ [1],

Sex Appeal HT-1 [1], Streetwise IQ-1 [1]

Entertainer, Lesser [25]

You know how to entertain people with songs and poems. Some rogues take this package as well as bards who do not wish to focus on entertainment alone.

Charisma 1 [5], Acting IQ+1 [4], Carousing HT+2 [4], Public Speaking IQ+1 [4], Fire Eating DX [2], Musical Instrument IQ-2 [1], Singing HT+2 [4], Poetry IQ-1 [1]

Entertainer, Greater [50]

You are such a great entertainer that your music and stories have almost magical powers over others.

Charisma 2 [10], Musical Ability 2 [10], Acting IQ+1 [4], Carousing HT+2 [4], Public Speaking IQ+1 [4], Musical Instrument IQ-2 [1], Singing HT+2 [4], Poetry IQ-1 [1], Musical Influence IQ-1 [4], Enthralment (Persuade) Will [4], Musical Composition IQ [4]

Merchant, Lesser [25]

You are well trained at handling people, goods, and money.

Charisma 1 [5], Acting IQ+1 [4], Finance IQ-2 [1], Merchant IQ+1 [4], Public Speaking IQ-1 [1], Diplomacy IQ [4], Savoir-Faire IQ+1 [2], Streetwise IQ+1 [4]



Merchant, Greater [50]

You are a master at handling people, goods, and money.

Charisma 2 [10], Acting IQ+1 [4], Finance IQ+1 [8], Merchant IQ+2 [8], Public Speaking IQ [2], Diplomacy IQ+1 [8], Savoir-Faire IQ+1 [2], Streetwise IQ+1 [4], Detect Lies Per [4]

Noble, Lesser [25]

You belong to the ruling class and enjoy the privileges that gets you.

Status 2 [10], Social Regard (Feared or Respected) 1 [5], Heraldry IQ [2], Carousing HT+1 [2], Savoir Faire IQ+1 [2], Public Speaking IQ-1 [1], Intimidation Will-1 [1], Connoisseur IQ [2]

Noble, Greater [50]

You belong to the ruling class and enjoy the privileges this gets you. You are not that much higher in rank than the lesser noble - rather you spend more time on doing noble things.

Status 3 [15], Social Regard (Feared or Respected) 3 [15], Heraldry IQ [2], Carousing HT+1 [2], Savoir Faire IQ+2 [4], Public Speaking IQ+1 [4], Intimidation Will+1 [4], Connoisseur IQ+1 [4]

Outdoorsman, Lesser [25]

You are very capable of surviving in the wilderness.

Naturalist IQ+1 [8], Survival Per+2 [8], Fishing (E) Per [1], Tracking Per+2 [8].

Outdoorsman, Greater [50]

This is a must for rangers and some very dedicated druids.

Talent (Outdoorsman) 2 [20], Camouflage IQ [2], Naturalist IQ+1 [8], Navigation (Land) IQ-1 [1], Survival Per+2 [8], Fishing (E) Per [1], Hiking HT-1 [1], Swimming HT [1], Tracking Per+2 [8].

Priest, Lesser [25]

You hold rank in an organized religion. This package is potentially useful for paladins and some druids, as well as clerics whose main focus is not on priesthood.

Religious Rank 1 [5], Disciplines of Faith (Ritualism) [-5], Patron (Church) [20], Duty (9 or less) [-5], Diplomacy IQ [4], Public Speaking IQ-1 [1], Religious Ritual IQ-1 [2], Theology IQ [2], Singing HT [1]

Priest, Greater [50]

You are highly involved in the typical duties of your church, as well as in church politics.

Religious Rank 2 [10], Disciplines of Faith (Ritualism) [-5], Patron (Church) [20], Duty (9 or less) [-5], Diplomacy IQ [4], Public Speaking IQ+1 [4], Politics IQ+1 [4], Religious Ritual IQ+1 [8], Theology IQ+2 [8], Singing HT+1 [2]

Scholar, Lesser [25]

You have great knowledge of all kinds of things. This package is typical for less book-focused wizards. However, there are also some well-schooled fighters who invest a bit in knowledge skills.

Alchemy IQ-2 [2], Cartography IQ-1 [1], Expert Skill (one monster category) IQ-1 [2], Geography IQ-1 [2], Hidden Lore IQ [2], History IQ [4], Law IQ-1 [2], Mathematics IQ-1 [2], Philosophy IQ-1 [2], Tactics IQ-1 [2], Thaumatology IQ-1 [4]

Scholar, Greater [50]

You have great knowledge of all kinds of things. This package is typical for the truly nerdy wizards.

Alchemy IQ-2 [2], Cartography IQ [2], Cryptography IQ-1 [2], Expert Skill (one monster category) IQ [4], Expert Skill (another monster category) IQ [4],

Geography IQ-1 [2], Hidden Lore IQ [2], History IQ+1 [8], Law IQ+1 [8], Mathematics IQ-1 [2], Philosophy IQ [4], Tactics IQ-1 [2], Thaumatology IQ-1 [8]

Thief, Lesser (Sneak) [25]

You are good at sneaking, picking pockets, and stabbing people. Fighters or barbarians that are actually thugs might want to take this package.

High Manual Dexterity 1 [5], Filch DX+2 [8], Pickpocket DX+1 [8], Sleight of Hand DX [4]

Thief, Lesser (Mechanic) [25]

You are good at picking locks, as well as finding and disarming traps.

High Manual Dexterity 1 [5], Search Per+2 [8], Lockpicking IQ+2 [8], Traps IQ+1 [4].

Thief, Greater [50]

You have all the thief skills mentioned in the lesser versions.

High Manual Dexterity 2 [5], Search Per+2 [8], Lockpicking IQ+2 [8], Traps IQ+1 [4], Filch DX+2 [8], Pickpocket DX+1 [8], Sleight of Hand DX [4]

Adventurer Packages

These packages contain skills typically needed by all character classes. While all packages contain *most* of the skills typically required by an adventurer, they focus on different aspects. If you are unsure, you should take Jack-of-All-Trades, which has a bit of everything.

Academic Knowledge [25]

You have a lot of knowledge on a wide variety of topics. If you have taken one of the scholar specialist packages, you will not gain much out of this package though.

Theology IQ-2 [1], Thaumatology IQ-3 [1], History IQ-1 [2], Law IQ-1 [2],

Heraldry IQ-1 [1], Expert Skill (one monster type) IQ-1 [2], Riding DX-1 [1], Hiking HT [1], Observation Per [2], Search Per [2], Swimming HT [1], Climbing DX-1 [1], Area Knowledge (home fief) IQ+2 [4], Fast Talk IQ-1 [1], Savoir Faire IQ [1], Survival Per-1 [1], Stealth DX-1 [1]

Alertness [25]

Your focus is on perceiving threats.

Accute Sense (pick one) 1 [2], Riding DX-1 [1], Hiking HT [1], Observation Per+2 [8], Search Per+1 [4], Swimming HT+1 [2], Climbing DX-1 [1], Area Knowledge (home fief) IQ+1 [2], Fast Talk IQ-1 [1], Savoir Faire IQ [1], Survival Per-1 [1], Stealth DX-1 [1].

Charm [25]

You are good at handling other people.

Charisma 1 [5], Body Language Per+1 [4], Riding DX-1 [1], Hiking HT [1], Observation Per-1 [1], Search Per-1 [1], Swimming HT+1 [2], Climbing DX-1 [1], Area Knowledge (home fief) IQ+1 [2], Fast Talk IQ+1 [4], Savoir Faire IQ [1], Survival Per-1 [1], Stealth DX-1 [1]

Horseman [25]

You are a good rider - but of course you may also pick another mount than horse for this package.

Animal Handling IQ [2], Riding DX+2 [8], Observation Per [2], Search Per [2], Swimming HT [1], Climbing DX [2], Area Knowledge (home fief) IQ+2 [4], Fast Talk IQ-1 [1], Savoir Faire IQ [1], Survival Per-1 [1], Stealth DX-1 [1]

Jack-of-All-Trades [25]

You have basic knowledge in all fields and excel at nothing.

Riding DX [2], Hiking HT+1 [2], Observation Per+1 [4], Search Per+1 [4], Swimming HT+1 [2], Climbing DX [2], Area Knowledge (home fief) IQ+2

[4], Fast Talk IQ-1 [1], Savoir Faire IQ [1], Survival Per [2], Stealth DX-1 [1]

Sailor [25]

You are most at home on a ship.

Seamanship IQ+2 [4], Observation Per+1 [4], Search Per+1 [4], Swimming HT+2 [4], Climbing DX+1 [4], Area Knowledge (home fief) IQ [1], Fast Talk IQ-1 [1], Savoir Faire IQ [1], Survival Per [2]

Core Classes

These are the core classes in the PHB, with a bit of added flexibility.

Barbarian

Barbarians have several special abilities that come from their ties to the savage spirits of nature. The barbarian will have to invest into the *Spiritual Fighter* background to use his typical abilities. Also, barbarians typically advance in the *Acrobatic Abilities* and at least a bit in the *Improved Movement* trees.



Template: Barbarian [150]

Primary Attributes: ST+2 [20], DX+1 [20], IQ-1 [-20], HT+1 [10]

Secondary Attributes: HP+3 [6], Per-1 [-5]

Packages:

- one primary combat package [50]
- one lesser specialist [25], typically outdoorsman
- adventurer package [25]

Tree Advancement: Spiritual Fighter [5], Rage [12], Improved Movement [5]
Special: Illiterate [-3]

Bard

The bard has a series of special abilities, which translate to both skills and advantages. Generally, most bardic special abilities are covered by the *Enthrallment* skills. Bardic Knowledge should be represented by a variety of cinematic knowledge skills such as *History!*, which can be obtained by taking the *Academic Knowledge* package.

Template: Bard [150]

Primary Attributes: ST-1 [-10], IQ+1 [20]

Secondary Attributes: Will +1 [5]

Packages:

- one secondary combat package [25]
- one greater specialist or two lesser [50]
- another lesser specialist package [25]
- adventurer package [25]

Tree Advancement: -

Special: 10 points in spells. Bards may take the bardic magic modifier on their spells (which works in addition to the magic modifier if power-based magic is used).

Bardic Magic (-10%)

In order to use your magical powers you must sing or use a musical instrument, which implies that you can be heard and that you must be able to use your voice or both your hands. Instruments that impose no impediment do not grant this modifier.

Cleric

The Cleric's core non-spell ability is that of turning or rebuking undead. This is represented in the *Positive/Negative*

Energy Channeling trees. There are various domains which grant special abilities that are not covered yet. The basic cleric is not assumed to know spells yet but has the magical talent to learn them.

Template: Cleric [150]

Primary Attributes: -

Secondary Attributes: Will +2 [10]

Packages:

- one secondary combat package [25]
- one greater specialist or two lesser [50]
- adventurer package [25]

Tree Advancement: Negative or Positive Energy Channeling [5], Turn/Rebuke Undead [24], Magical Talent (any divine) 2 [10]

Special: 1 point left

Druid

The druid is a master of nature, able to change into animal forms and a powerful spellcaster to boot. Druids typically have several *Vows* regarding weapon and armour use. The *Naturalist* skill is a must and often druids have an animal as *Ally*. Of the advancement trees above, druids typically take *Wild Shape Shifter*, *Nature's Friend*, and *Natural Resistance*.

Template: Druid [150]

Primary Attributes: IQ+1 [20], HT+1 [10]

Secondary Attributes: Will+2 [10], Per+1 [5]

Packages:

- one secondary combat package [25]
- one greater specialist or two lesser [50]
- adventurer package [25]

Tree Advancement: Nature Sense 1 [10], any magical talent (divine) 1 [5]

Special: a major Vow [-10] (do not wear metal armour)

Fighter

The D&D fighter has no special abilities to speak of, relying heavily on feats. Characters of this class start with the following package:

Template: Fighter [150]

Primary Attributes: ST+1 [10], DX+1 [20]

Secondary Attributes: HP+3 [6], FP+3 [9], Will+1 [5]

Packages:

- one primary combat package [50]
- one lesser specialist package or another +1 to DX and Per [25]
- adventurer package [25]

Tree Advancement: None

Special: none

Monk

These martial artists have several special abilities related to unarmed combat. This class actually lends itself to many variant styles. For now, only the monk abilities from basic D&D are covered. Since some of the GURPS rules already allow martial arts feats, the trees available to monks deviate a bit from their original. Monks typically take *Acrobatic Abilities*, *Natural Resistance* (chosing diseases), *Mental Discipline*, and *Unarmed Fighting*. Also, a monk will typically learn many techniques and combat related advantages such as *Combat Reflexes*.

Template: Monk [150]

Primary Attributes: DX+1 [20]

Secondary Attributes: FP+2 [6]

Packages:

- unarmed combat [50]
- one lesser specialist package [25]
- adventurer package [25]

Tree Advancement: Trained By a Master [30], Still Mind 1 [4], Natural Resistance [10], Uncanny Dodge [15]

Special: Code of Honour (Monk) [-10], two major Vows [-10 each] (pick any appropriate), a minor Vow [-5] (pick any appropriate such as chastity)

The monk's code of honour encompasses the following tenets:

- Protect the weak
- Do not show your emotions to others
- Honour the gods
- Never reject a challenge or a call for help

Paladin

This holy knight has several neat special abilities but is tied to his pact with a god, as indicated by the restrictions of Holy Aura. Paladins often gain an intelligent steed as an ally later in their career.

Template: Paladin [150]

Primary Attributes: ST+1 [10], DX+1 [20]

Secondary Attributes: Will+2 [10]

Packages:

- One primary combat package [50]
- one greater or two lesser specialist packages [50]
- adventurer package [25]

Tree Advancement: Holy Aura [5], Positive Energy Channeling [5]

Special: Code of Honour (Chivalry) [-15], a major Vow (pick any appropriate) or Disciplines of Faith (Monasticism) [-10]

Rogue

The rogue has some interesting assassin-like as well as great acrobatic abilities. Also, the rogue is a master of skills, having access to a wide range of packages.

Template: Rogue [150]

Primary Attributes: DX+2 [40]

Secondary Attributes: -

Packages:

- One secondary combat package [25]
- one greater or two lesser specialist packages [50]
- adventurer package [25]

Tree Advancement: Uncanny Dodge [15]

Special: Secret [-5] or Criminal Record [-5]

Ranger

The ranger is a specialist in fighting specific enemies, either with a bow or two weapons.

Template: Ranger [150]

Primary Attributes: DX+1 [20]

Secondary Attributes: -

Packages:

- One primary combat package [50]
- one greater or two lesser specialist packages (or replace one lesser with ST+2 and Per+1) [50]
- adventurer package [25]

Tree Advancement: Supernatural Bloodhound [5], Nature Sense 1 [10]

Special: Loner (12 or less) [-5], Intolerance (Favoured Enemy) [-5]

Sorcerer

There is not much to say about this class, its main boon is spellcasting. Your spellcasting power does not originate from study but rather from a draconic ancestor, faerie blood, or a demon pact. You might pick *Unnatural Features* or the *Pact* limitation to reflect this fact.

Template: Sorcerer [150]

Primary Attributes: IQ+1 [20]

Secondary Attributes: -

Packages:

- One secondary combat package [25]

- one greater or two lesser specialist packages (or replace one lesser with IQ+1 and Will+1) [50]
- adventurer package [25]

Tree Advancement: -

Special: 30 points in spells, using a magic system of your choice.

Wizard

There is not much to say about this class, its main boon is spellcasting. Unlike the sorcerer, a wizard is typically more academic in his education.

Template: Wizard [150]

Primary Attributes: IQ+1 [20], DX-1 [-20]

Secondary Attributes: Will+1 [5], FP+2 [6]

Packages:

- One secondary combat package [25]
- one greater or two lesser specialist packages (or replace one lesser with additional 25 points for spells) [50]
- adventurer package [25]

Tree Advancement: -

Special: 39 point in spells, using a magic system of your choice. You can apply the following modifier to your powers in addition to *magical* if using the power-based magic system⁴

Memorization (-10%)

You must prepare for spellcasting using some kind of ritual such as reading in a grimoire, drawing a magical circle and meditating in it etc. The ritual must take one hour and must require a unique item that cannot be easily replaced. It is required every 24 hours. If the ritual is not performed, you cannot cast spells until the situation is remedied.

⁴ The Modular Ability advantage is closer to the original DnD wizard but is too costly for my taste.

Prestige Classes

There are currently no prestige classes converted to GURPS.

New Special Abilities

Archery Adept

These special abilities turn a mundane archer into a battery of elemental damage.

Adept of Archery [5]

Prerequisites: Bow or Crossbow 15+
Your skill at archery is almost magical.

Eyes of the Eagle [10]

Prerequisites: Bow or Crossbow 17+, Adept of Archery
Your eyesight is excellent and grants you them same benefits as Telescopic Vision 2.

Arrow Strength [16]

Prerequisites: Bow or Crossbow 18+, Eye of the Eagle
Strength is considered to be 4 higher for the purposes of damage dealt with a bow or a crossbow.

Arrow of Fire [9]

Prerequisites: Bow or Crossbow 19+, Adept of Archery
The arrow ignites in flight and deals 2d6 burn damage as follow-up. Each use costs 1 FP.

Arrow of Acid [9]

Prerequisites: Bow or Crossbow 19+, Adept of Archery
The arrow drips with acid and deals 2d6 damage as follow-up. Each use costs 1 FP to use.

Arrow of Frost [7]

Prerequisites: Bow or Crossbow 19+, Adept of Archery
The ice-coated arrow deals 1d6 fatigue damage (freezing) as follow-up. Each use costs 1 FP.

Poison Arrow [10]

Prerequisites: Arrow of Fire, Arrow of Acid, Arrow of Frost
The arrow becomes coated with a deadly poison. Unless a HT save is made, the poison deals 2d6 toxic damage as follow-up. Every second, another HT roll has to be made to avoid another 2d6 damage. The attack ends once a HT save or a Physician/Esoteric Medicine roll is made.

Thousand Fist Style

This martial arts style can be taken by monks (or others), who fulfill the prerequisites for the first ability in this branch.

Ubiquitous Fists [15]

Prerequisites: Karate 16+, Esoteric Medicine 14+, Stunning Strike
Those who strike you unarmed suffer damage from your aggressive blocking techniques. Your counterattack, which cannot be blocked deals 2d6 crushing damage. Also your unarmed attacks deal 2d6 crushing as follow-up damage⁵.

Many Strikes [20]

Prerequisites: DX 13+, Karate 18+, Ubiquitous Fists
Your great skill allows you to strike twice in combat round, once with each fist. It is a good idea to take ambidexterity in combination with the ability. Unlike Extra Attack, this power will not work while wielding weapons (-20%).

⁵ This is effectively an aura effect.

The Thousand Fists [12]

Prerequisites: Karate 20+, Many Strikes

By expending 2 FP you can deal 2d6 crushing damage to all enemies within a radius of 2 yards with a whirlwind of fists.

New Core Classes

Archer

The archer is a specialist of ranged combat. Expert archers gain supernatural abilities that turn their missiles into sources of elemental damage.

Template: Archer [150]

Primary Attributes: DX+1 [40]

Secondary Attributes: Per+1 [5]

Packages:

- archer package [50]
- one lesser specialist [25]
- adventurer package [25]

Tree Advancement: Adept of Archery [5]

Special: -

Berserker Druid

This is a mix between a barbarian and a druid.

Template: Berserker Druid [150]

Primary Attributes: ST+2 [20], DX+1 [20], IQ-1 [-20], HT+1 [10]

Secondary Attributes: Will+2 [10]

Packages:

- one primary combat package [50]
- one lesser specialist [25], typically outdoorsman
- adventurer package [25]

Tree Advancement: Spiritual Fighter [5], Wild Shape Shifter [5]

Special: -

Demon Hunter

The daemon hunter mixes powers from the paladin tree with those of the ranger. Variants of this class include the vampire slayer, trollslayer etc.

Template: Demon Hunter [150]

Primary Attributes: HT+1 [10], DX+1 [20]

Secondary Attributes: Will+2 [10]

Packages:

- One primary combat package [50]
- one lesser specialist package [25]
- adventurer package [25]

Tree Advancement: Holy Aura or Positive Energy Channeling [5], Supernatural Bloodhound [5]

Special: -

Flesh Hook of Amora

The warrior-monks of the sensualist god Amora use spiked chains with hooks in combat (these belong to the flail group).

Template: Flesh Hook [150]

Primary Attributes: ST+2 [20], DX+2 [40]

Secondary Attributes: -

Packages:

- one primary combat package [50]
- one lesser specialist [25]
- adventurer package [25]

Tree Advancement: Spiritual Fighter [5], Holy Aura [5]

Special: Code of Honour (Pirate's) [-5], Major Vow [-10], Minor Vow [-5]

Wardancer

The Wardancer is a monk variant that uses weapons instead of unarmed combat but has similar athletic abilities.

Template: Wardancer [150]

Primary Attributes: DX+2 [40]

Secondary Attributes: FP+2 [6]

Packages:

- one major combat package [50]
- adventurer package [25]

Tree Advancement: Still Mind 1 [4],
Natural Resistance [10], Uncanny
Dodge [15]

Special: -