

DUNGEON FANTASY

POWERED BY GURPS

Fantastic Dungeon Grappling



by Douglas H. Cole





DUNGEON FANTASY
POWERED BY GURPS

Fantastic Dungeon Grappling

Design and Writing

Douglas Cole (Lead Author)

Kevin Smyth (Additional Material)

Art

Douglas Cole
(Cover Design)

Juan Ochoa
(Front Cover)

Production

Todd Crapper (Layout Template)

Douglas Cole (Layout Execution, Graphic
Design, and Art Direction)

Playtesters

Merlin Avery, Kyle Norton, Alex Prewett, Jeremy Re, Christopher R.
Rice, Emily Smirle, Kevin Smyth, Frédérik Vézina



ISBN: 978-1-950368-02-0 (Softcover); 978-1-950368-03-7 (PDF)

FANTASTIC DUNGEON GRAPPLING ©2019 **Gaming Ballistic**, LLC

The following is designated as product identity of **Gaming Ballistic: Gaming Ballistic** and **FANTASTIC DUNGEON GRAPPLING**, are trademarks of **Gaming Ballistic**, LLC.

DUNGEON FANTASY ROLEPLAYING GAME™, **POWERED BY GURPS®**, **GURPS®**, and the names of all products published by **Steve Jackson Games** Incorporated are trademarks or registered trademarks of **Steve Jackson Games** Incorporated, and used under license by Gaming Ballistic. **DUNGEON FANTASY ROLEPLAYING GAME™** and all derived works © 2017 by **Steve Jackson Games** Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.





FANTASTIC DUNGEON GRAPPLING

Grappling is a core function of both armed and unarmed combat, and nearly every combat style employs techniques to control, restrain, or redirect foes. Animals and monsters are particularly fond of grappling, as it is a necessary part of *eating your face*.

This section enhances grappling combat within the **DUNGEON FANTASY RPG**. The rules follow a few basic principles: The first and most important is that grappling uses the same kinds of dice rolls and mechanics as primary weapons, notably including the damage roll. These rules **replace** those for grappling found in **EXPLOITS PP. 40-41**.

GRAPPLING ATTACKS

If you have an empty hand or a suitable weapon (including a gaping maw of razor-sharp teeth!), you can grab foes or their equipment. You must be able to reach your foe to grapple.

Each attempt requires an Attack, All-Out Attack, or Move and Attack maneuver, and is considered an attack where that matters. If your opponent is lying down, kneeling, or sitting, you must kneel or lie down unless your rival's Size Modifier is two or more greater than yours or you have grappled one of their limbs. You may crouch, kneel, or lie down as the **step (EXPLOITS, P. 33)** component of any flavor of maneuver that allows a step.

Unarmed Grappling Attack. Roll against DX or a grappling skill—Judo, Sumo Wrestling, or Wrestling—to hit and establish or develop a grapple. There are no hit location penalties to develop an already-established grapple. Bites are considered unarmed attacks.

Armed Grappling Attack. Roll against an appropriate Melee Weapon Skill-2 to hit. The weapon must have a suitable hook or grappling feature in order to retain control in the face of a retreating foe.



Live to Grapple. Grapple to Live

- Beowulf struggles with Grendel. Sinew parts; Grendel flees, dying.
- A dragon plunges from above. Grasping talons seize a helpless adventurer.
- Mighty Ajax and Clever Odysseus struggle against each other on the beaches of Troy.
- Prey writhes in a serpentine grip. It struggles weakly, then not at all.

These powerful stories have one thing in common:
Grappling.

Inside *Fantastic Dungeon Grappling*, find:

- Simple, fast, nuanced grappling rules for the *Dungeon Fantasy RPG™*, Powered by **GURPS®**.
- Unified mechanics: attack, defend, control.
- Everything you need to bite, crush, disarm, takedown, digest, throw, pounce, and lock.

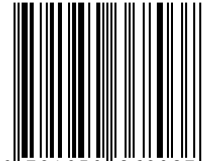
SEIZE THE FRAY

Fantastic Dungeon Grappling is designed to be played with the *Dungeon Fantasy RPG™* boxed set. It can be used with any game **Powered by GURPS®!**

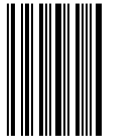
DUNGEON FANTASY
POWERED BY GURPS



ISBN 9781950368037



90400 >



9 781950 368037