

**GURPS**<sup>®</sup>

Fourth Edition

# DUNGEON FANTASY<sup>™</sup> 5

## ALLIES<sup>™</sup>



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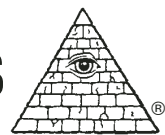
Illustrated by ALEX FERNANDEZ and DAN SMITH

*An e23 Sourcebook for GURPS<sup>®</sup>*

**STEVE JACKSON GAMES**

Stock #37-0309

Version 1.0 – November 2008



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# INTRODUCTION

*Summonable Allies suit many powers: elemental powers that conjure elemental spirits, magical powers that bring forth familiars, nature powers that call on animals, divine and spirit powers that summon servitor spirits, and so on.*

– **GURPS Powers**

One of the abilities available to practitioners of Druidic Arts and Holy Might (**GURPS Dungeon Fantasy 1: Adventurers**, p. 22) is that of summoning forth Allies. These conjured companions may fight alongside the dungeon-delver, scout into places where humans (and most nonhuman races) cannot, use their own innate abilities to help the team, and a myriad of other possibilities. This book provides dozens of potential Allies for clerics, druids, and holy warriors to call upon, with full statistics, rules, and advice for use.

In addition, **Dungeon Fantasy 5: Allies** includes rules for *familiars*, magical creatures that can be acquired by any spellcaster. Familiars are rarely fearsome in combat and must sometimes be protected, but their true value is in the enhancements they provide to their owners.

Like all **Dungeon Fantasy** books, what follows prioritizes fun and utility over realism. The animals within are unrealisti-

cally strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message. Just as in any setting, the GM must maintain a balance between treating each Ally as an individual with its own needs and goals and giving the player sufficient usefulness for the points spent. However, with dungeon fantasy, it's best to err on the side of usefulness; in a hack-and-slash game, it's reasonable for players to think of an Ally as yet another weapon or tool, albeit one with a life and mind of its own.

## RECOMMENDED GURPS BOOKS

This book requires **Dungeon Fantasy 1: Adventurers**, which needs the **Basic Set**. Other **Dungeon Fantasy** volumes, **GURPS Magic**, and **GURPS Powers** are recommended, but not necessary, as the vital information in those supplements is repeated here.

## About GURPS

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*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

## ABOUT THE AUTHOR

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard **GURPS** fan since the release of *Third Edition*. He enjoys making music, collecting Transformers, and praying to "Bob" for eternal salvation through alien intervention. He maintains a **GURPS** fan-site at [www.mygurps.com](http://www.mygurps.com).

## ALLY STATISTICS

The Ally statistics in this book are presented in an expanded version of the "monster" format from **Dungeon Fantasy 2: Dungeons** (p. 21). Some are followed by *lenses*, which can alter the basic nature of the Ally. In all cases, the cost of the lens modifies the character point cost of the creature; if this changes the value as an Ally, the lens will mention this and provide the new cost.

## ALLY POINT VALUE AND DEVELOPMENT

An Ally's point value is a percentage of the PC's, which means that as a character gains experience, so do his Allies, so that their *relative* power level remains unchanged. For example, if a druid with a summonable anaconda (Built on 50%) and a cat familiar (Built on 25%) started as a 250-point character and is now a 273-point character, his anaconda will have grown from 125 points to 136 while his cat will have similarly gone from 62 points to 68.

These points are spent *by the GM* to improve the Ally. The player can make requests, particularly if he has spent significant in-game time teaching his Ally something, but the GM makes all final decisions.

These guidelines should be applied to any delver who acquires one of these Allies later in his career (or who starts off at a higher point total); the player should choose the specific Ally, and the GM should then spend points on the Ally as if it had grown with the PC since "the old 250-point days."

Alternatively, for high point value games, the relative power level of the Ally can be recalculated. For example, in a 400-point dungeon fantasy game, the GM may want to just spend an extra 13 points on a druid's bear and call it a "Built on 50%" Ally instead of a "Built on 75%" one, reducing the advantage's cost for the PC.

*The animals within are unrealistically strong, intelligent, and effective, and the servants of the gods usually have abilities more suited toward helping the party than to spreading their deity's message.*

### Attributes and Secondary Characteristics

More ST or HP are sensible for most creatures, though a small animal or swarm usually should not have these raised more than a point. ST can be bought piecemeal – as HP+1, then Lifting ST 1, then *replacing* both with ST+1. Remember to factor any SM discount into point cost! Higher IQ is reasonable for divine servitors and familiars, but druidic animals should usually remain IQ 6.

Anyone can have more FP; remember that every +2 to a familiar's FP requires the caster to buy one more level of Energy Reserve (see p. 20). A few points of Basic Speed or Move can be appropriate, though incredible speed is usually represented best by Enhanced Move. DX, HT, Will, and Per can be raised freely, though rarely do those other than divine servitors have HT 16+.

### Advantages

Any leveled traits can be improved, normally to a maximum of twice their "natural" level. Any Ally with Flight can add a level or two of Enhanced Move (usually a half-level at a time). New traits can be added if the GM feels that actions in game have justified it; e.g., a chimp who has snuck past guards many times may gain Silence 1 as a means of retroactively explaining it. This should be limited to low-cost traits that do not fundamentally change the Ally or (for divine servitors) traits that clearly fit its divine elements.

### Perks

New perks are a fun, easy way for the GM to handwave a minor ability. For example, a bard-thief's rat may learn Shtick (Can fit a set of lockpicks into its mouth) for the ultimate in hidden gear. This is a better way to describe certain types of training than skills – particularly anything focused on a single trick.

### Disadvantages

Some disadvantages can be removed. In particular, any trait that represents a lack of understanding (e.g., Bestial, Clueless) can be bought off as the Ally spends more time around people and matures. The GM may eliminate other social or mental traits that seem appropriate, though any physical disadvantages should generally remain, unless magic or odd circumstances (" . . . and as a side effect, the curse has turned Bobo's paws into hands!") could explain how a bear, for example, might lose its Bad Grip.

### Quirks

While physical quirks should rarely be removed, most of the quirks in this book are mental traits that represent animalistic tendencies. These can be bought off, for the same reasons similar disadvantages can. However, GMs may wish to *add* quirks to an Ally, as it develops its own personality throughout the game. (Druidic allies, who are conjured anew each time, are an exception to this.) If the quirk is genuinely limiting, to be fair, it should be balanced with another point spent on something else.

### Skills

The majority of an Ally's "earned" points will be spent on skills. Known skills can be improved, and new ones can be added. Any skill attempted at default a few times should usually be added at the 1-point level. Any skill that sees heavy use during an adventure should be raised a level, if possible. Any specific training that the PC arranges (either personally, using Animal Handling or Teaching, or from a professional, for the usual training expenses – see *Dungeon Fantasy 3: The Next Level*, p. 43) will usually translate into skill.

### Divine Elements

Specific to divine servitors. GMs may allow players to choose another element to represent their god or "double up" on an existing one. If so, it is up to the GM whether to save up the points to buy the new element all at once, or to add it one trait at a time. See *Divine Elements* (pp. 13-16).

# ANIMAL ALLIES

Druids can summon extraordinary creatures to help them. This section describes a few of the more common companions.

## ANACONDA

8 or 12 points

A massive constrictor, this snake is five yards long and nearly two feet wide, with a vicious bite and a deadly squeeze. The anaconda is comfortable on both water and land, swimming as quickly as it can slither; if summoned underwater, assume it took a fresh, deep breath before appearing.

Built on 125 points. Generally bought as Ally (Anaconda; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

*Shapeshifting:* 7 to cast, 3 to maintain; or 127 points.

**ST:** 25 [60]\*†      **HP:** 25 [0]      **Speed:** 6.00 [-10]  
**DX:** 14 [48]†      **Will:** 12 [30]      **Move:** 6 [0]  
**IQ:** 6 [-80]      **Per:** 11 [25]  
**HT:** 12 [20]      **FP:** 12 [0]      **SM:** +2  
**Dodge:** 9      **Parry:** n/a      **DR:** 3 [15]

**Bite (14):** 2d+1 impaling.

**Torso Grapple (16):** No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 27. Treat this as a two-handed grapple.

**Neck Grapple (13):** As above, but damage to neck is ×1.5.

**Advantages:** Amphibious [10]; Constriction Attack [15]; Discriminatory Taste [10]; Doesn't Breathe (Oxygen Storage ×200, -20%) [16]; Infravision [10]; Teeth (Fangs) [2]; Vibration Sense (Universal, +50%) [15].

**Disadvantages:** Animal Ally [-44]; Cold-Blooded (50°) [-5]; Dull [-1]; Vermiform [-35].

**Skills:** Stealth (A) DX+1 [4]-15; Survival (Swampland) (A) Per+1 [4]-12; Swimming (E) HT+3 [8]-15; Wrestling (A) DX+2 [8]-16.

**Class:** Animal.

\* Cost reduced for Size (-20%).

† Cost reduced for No Fine Manipulators (-40%).

## BEAR

12 or 18 points

A large, carnivorous grizzly bear, its fierce temperament makes it unafraid to back down from any fight. This bear *can* grab and hold things . . . poorly.

Built on 187 points. Generally bought as Ally (Bear; Built on 75%; 12 or less; PM, -10%; Summonable, +100%) [12] or (15 or less) [18].

*Shapeshifting:* 10 to cast, 4 to maintain; or 183 points.

**ST:** 27 [153]\*      **HP:** 27 [0]      **Speed:** 6.00 [0]  
**DX:** 12 [40]      **Will:** 13 [35]      **Move:** 7 [5]

**IQ:** 6 [-80]      **Per:** 12 [30]  
**HT:** 12 [20]      **FP:** 12 [0]      **SM:** +1  
**Dodge:** 10      **Parry:** 11      **DR:** 3 [15]

**Bite (14):** 3d+1 cutting.

**Claw (14):** 3d+4 crushing.

**Torso Grapple (12):** No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370).

**Advantages:** Claws (Blunt) [3]; Combat Reflexes [15]; Fearlessness 5 [10]; Fur [1]; Teeth (Sharp) [1]; Temperature Tolerance 4 [4].

**Disadvantages:** Animal Ally [-44]; Bad Grip 1 [-5]; Bad Temper (12) [-10]; Ham-Fisted 2 [-10]; Quirk (Won't carry a load) [-1]; Semi-Upright [-5].

**Skills:** Brawling (A) DX+2 [4]-14; Survival (Woodlands) (A) Per+1 [4]-13; Swimming (E) HT+1 [2]-13.

**Class:** Animal.

\* Cost reduced for Size (-10%).

## BOAR

8 or 12 points

This wild hog is vicious, tenacious, and huge. Any stress or injury requires a self-control roll to avoid berserking (p. B124); a successful Animal Handling (Swine) roll adds half the margin of success (round down) to its self-control rolls to snap out of it. Boars often make use of Extra Effort (Mighty Blows) (p. B357).

Built on 125 points. Generally bought as Ally (Boar; Built on 50%; 12 or less; PM, -10%; Summonable, +100%) [8] or (15 or less) [12].

*Shapeshifting:* 7 to cast, 3 to maintain; or 127 points.

**ST:** 21 [55]\*†      **HP:** 26 [9]\*      **Speed:** 7.00 [5]  
**DX:** 13 [36]†      **Will:** 15 [45]      **Move:** 8 [5]  
**IQ:** 6 [-80]      **Per:** 13 [35]  
**HT:** 14 [40]      **FP:** 14 [0]      **SM:** +1  
**Dodge:** 11      **Parry:** n/a      **DR:** 3 [15]

**Gore (16):** 2d+4 impaling.

**Kick (14):** 2d+2 crushing.

**Slam (16):** 2d+2 crushing.

**Advantages:** Acute Taste/Smell 3 [6]; Combat Reflexes [15]; High Pain Threshold [10]; Impaling Striker (Tusks; Cannot Parry, -40%; Limited Arc, Front, -40%) [2]; Recovery [10]; Unfazeable [15].

**Disadvantages:** Animal Ally [-44]; Bad Temper (9) [-15]; Berserk (9) [-15]; Quadruped [-35].

**Skills:** Brawling (E) DX+3 [8]-16; Intimidation (A) Will [2]-15; Survival (Woodlands) (A) Per-1 [1]-12.

**Class:** Animal.

\* Cost reduced for Size (-10%).

† Cost reduced for No Fine Manipulators (-40%).

# COMMON FAMILIARS

The following descriptions cover the most common familiars in a *Dungeon Fantasy* world. The templates and traits can be fit to new familiars as well, generally with minimal adjustments.

*Examples:* Edgar wants a large raven as his familiar; the GM uses the Hawk statistics as-is, just changing the description of the animal. Ricky wants a ferret familiar; the GM uses the Cat statistics, removing Laziness and Climbing from the animal's template and adding Impulsiveness (12) and Musk (from *Wolverine*, p. 11).

The cost listed is the minimum, covering the familiar itself as well as the most basic package of granted traits. (The GM can adjust this list as he sees fit, of course.) This is followed by the template for the animal, and then by a list of *further traits*. These are additional advantages that the spellcaster can add, either when acquiring the familiar or later on.

Druids may wish to shapeshift into these animal forms. To do so via the Shapeshifting spell costs 3 energy to cast, 1 to maintain. As an

Alternate Form, any one template costs 70 points – see *Animal Allies* (pp. 3-4) for details.

## New Meta-Trait: Familiar

-22 points

You are an animal (or equivalent) companion to a spellcaster. Although fully sapient (and sometimes more intelligent than other members of the party), you still possess the instincts and behavior patterns of any other member of your species. You are fully literate and conversant, both among your own kind and with your master's tongue.

Familiar includes Bestial [-10]; Sense of Duty (Master) [-2]; Speak with Animals (Specialized, Own Family, -60%) [10]; Special Rapport (Master) [5]; and Wealth (Dead Broke) [-25].

### Lens

*Telepathic* (+0 points): This is an optional lens for *any* familiar. You cannot speak the language of humans, though you understand it well enough. Instead, you can project your thoughts directly into your master's mind, from up to 100 miles away; if this sending fails, you will realize it. Your master must possess a similar ability (or spell) to do the same, or he can just speak to you normally. Add Avatar\* [1]; Cannot Speak [-15]; Mindlink (Master) [5]; Telesend (Accessibility, Master only, -80%; Can tell if sending is successful, +10%) [9].

\* Your mental communication is accompanied by a clear mental image of who you are. Others cannot fake this image, making it a quick and secure means of identification.

# ANIMALS

These familiars are somewhat sturdier and *far* more intelligent than their mundane brethren, but they are otherwise normal animals. They are unlikely to attract much attention unless they make it obvious that they are more than a mere pet.

## BAT

37 points

Capable of flight during day *or* night, a bat definitely prefers sleeping when the sun is out. This bat is worthless in a fight, but it has hands that can perform fine manipulation.

*Bat Familiar:* Ally (Bat) [9]; ER 6 (Drains Familiar, -50%) [9]; Flight (Controlled Gliding, -45%; GBF, -40%) [8]; Sonar (Accessibility, Not in water, -30%\*; GBF, -40%) [6]; Special Rapport (Familiar) [5]. 37 points.

### Bat Template

**ST:** 2 [-80]      **HP:** 7 [10]  
**DX:** 12 [40]      **Will:** 10 [0]  
**IQ:** 10 [0]      **Per:** 12 [10]  
**HT:** 12 [20]      **FP:** 12 [0]

**Speed:** 6.00 [0]  
**Move (Air):** 12/24 [0]  
**Move (Ground):** 2 [-20]  
**SM:** -5

**Dodge:** 9      **Parry:** n/a      **DR:** 0

**Bite or Claw (12):** 1d-7 crushing.

**Advantages:** Dark Vision [25]; Enhanced Move 1 (Air) [20]; Flight (Winged, -25%) [30]; Fur [1]; Sonar (Accessibility, Not in water, -30%\*) [14].

**Disadvantages:** Familiar [-22]; Foot Manipulators† [-6].

**Skills:** Aerobatics (H) DX [4]-12; Flight (A) HT+2 [8]-14; Survival (Mountain) (A) Per+1 [4]-13; Stealth (A) DX+1 [4]-13.

**Class:** Animal.

\* Worth more than usual due to the comparative usefulness in air versus water.

† See *Modifying Beings With One or Two Arms* under *Extra Arms* (p. B53).

### Further Traits

Masters of a bat familiar can buy Enhanced Move (Air; GBF, -40%) [12/level] – but *only* to reduce deceleration; Night Vision 3 (GBF, -40%) [2], 5 [3], or 8 [5], *or* Dark Vision (GBF, -40%) [15]; Ultrahearing (GBF, -40%) [3] *or* Ultrasonic Speech (GBF, -40%) [6]; and Vampiric Bite (GBF, -40%) [18 + 3/level].

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*Practitioners of Druidic Arts and Holy Might can summon Allies, while spellcasters can rely on familiars.*

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