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Profession _____ **Race** _____

Dungeon Fantasy Roleplaying Game Name _____ Player _____

Player _____

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POINTS SUMMARY

Attributes and Secondary Characteristics []

Languages	[]
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Advantages	[]
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Disadvantages and Quirks []

Skills	[]
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Spells []

COINAGE

Coins are 50 to the pound regardless of composition.

Ordinary coins:

1 copper = \$1

$$1 \text{ silver} = 20 \text{ copper} = \$20$$
$$1 \text{ gold} = 20 \text{ silver} = 400 \text{ copper} = \$400$$

Unusual coins:

1 billion = 10 copper = \$10

$$1 \text{ tumbaga} = 3 \text{ silver} = 60 \text{ copper} \\ = \$60$$

1 electrum = 10 silver = 200
copper = \$200

$$1 \text{ platinum} = 2 \text{ gold} = 40 \text{ silver} \\ = 800 \text{ copper} = \$800$$

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Dungeon Fantasy Roleplaying Game **Name** _____ **Player** _____

Player

HAND WEAPONS					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		

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SPEED/RANGE TABLE

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

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

HIT LOCATION

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

* *Impaling* or *piercing* attacks only.

ARMOR AND POSSESSIONS

[illegible]

Dungeon Fantasy Roleplaying Game

Player

CHARACTER NOTES

ADVENTURE NOTES

TOWN EXPENSES

Cost of Living: \$150/week.

Recharging Power Item: \$5/FP.

Hirelings: \$200/week if 62 points, \$400/week if 125 points.

Training in New Abilities: \$40/point if on template, \$80/point if off template (on top of point cost!). This is *optional* – ask the GM.

Buying Off Starting Physical or Supernatural Disadvantage:

\$100/point (on top of point cost!).

HEALING

Basic Healing: \$2/HP, to a maximum of \$100.

Cure Physical Affliction (disease, poison, etc.): \$50.

Cure Supernatural Affliction (petrification, shapeshifting, etc.): \$100.

Repair Lasting/Permanent Crippling: \$750/body part.

Repair Dismemberment: \$1,600/body part.

Resurrection: \$15,000.