

EMILY ELMS

248-Point Halfling Scout

Emily was a “protector”: a sentry for a halfling community. When minions of an evil archmage burned her hometown to the ground after her kinfolk refused to grow harmful magical herbs instead of food, she was left without a home . . . but with a purpose. She’s now a self-proclaimed “mage-slayer.” She tolerates spellcasters, but anyone using magic (especially *Fire* spells) against the defenseless has an arrow coming – in the eye, from out of nowhere.

ST 8 [-20]; **DX** 15 [100]; **IQ** 11 [20]; **HT** 13 [30].
Damage 1d-3/1d-2; **BL** 13 lbs.; **HP** 10 [4]; **Will** 11 [0]; **Per** 14 [15]; **FP** 13 [0].

Basic Speed 8.00 [20]; Basic Move 7 [-5]; Move 5.
Dodge 10; Parry 12 (Shortsword); Block N/A.

Advantages

Halfling Marksmanship 2 [10]	Silence 4 [20]
Heroic Archer [20]	Strongbow [1]
Honest Face [1]	Weapon Bond (Bow) [1]
Outdoorsman 2 [20]	Weapon Master (Bow) [20]
Signature Gear (Bow) [1]	

Disadvantages and Quirks

Code of Honor (Soldier’s) [-10]	Overconfidence (12) [-5]
Gluttony (12) [-5]	Selfless (12) [-5]
Honesty (12) [-10]	Sense of Duty (Adventuring Companions) [-5]
Kleptomania (12) [-15]	Vow (Never back down from a magic-wielding foe) [-10]
Obsession (Find the wizard who burned her village) (12) [-5]	

Design Notes: Emily Elms

Emily’s racially boosted DX and Halfling Marksmanship give Bow skill 21. Weapon Bond with her bow makes that 22, and Heroic Archer adds Acc 3 for 25 without Aim – or allows her to her ignore Bulk for skill 22 on the move. Weapon Master (Bow) makes her rapid-shooting penalty -1; she usually uses this and Fast-Draw (Arrow) to shoot every turn. Strongbow lets Emily shoot a ST 10 composite bow, which with +2 damage from Weapon Master lets fine arrows deal 1d+4 damage. Emily exercised her option to choose disadvantages to replace typical scout problems with an Obsession with vengeance, a Vow concerning magical bullies, and Selfless to reflect her “protector” role. She used two quirk points for Strongbow and Weapon Bond, another to insure her bow as Signature Gear, and two more for \$1,000 for expensive archery gear. She relies on distance, not armor, to avoid harm.

Always volunteers to cover a retreat. [-1]
Enforces the law when she can do so legally. [-1]
Never without meteoric arrows. [-1]
Sells “accidentally borrowed” goods; gives money to the poor. [-1]
Targets the eye of anything that *has* eyes. [-1]

Skills

Armory (Missile Weapons)-10 [1]	Mimicry (Bird Calls)-12‡ [2]
Boating-14 [1]	Navigation-12‡ [1]
Bow-21/22*‡ [16]	Observation-14 [2]
Camouflage-14‡ [2]	Shadowing-12 [4]
Cartography-12 [4]	Shortsword-18 [12]
Climbing-14 [1]	Stealth-15/19/23§ [2]
Fast-Draw (Arrow)-15 [1]	Survival (Plains)-15‡ [1]
Fast-Draw (Sword)-15 [1]	Swimming-13 [1]
First Aid-11 [1]	Throwing-16* [1]
Gesture-12 [2]	Tracking-16‡ [2]
Hiking-13 [2]	Traps-12 [4]
	Weather Sense-12‡ [1]

* Includes +2 for Halfling Marksmanship.
‡ Use higher skill for Signature Gear bow (+1 for Weapon Bond).
‡ Includes +2 for Outdoorsman.
§ Silence gives +4 vs. Hearing if moving, +8 if still.

Equipment

\$2,000, 21.58 lbs. (Light encumbrance)
Arrows, Fine x44. Damage becomes 1d+4 imp. \$264, 4.4 lbs.
Arrows, Fine, Meteoric x6. Damage becomes 1d+4 imp. \$264, 0.6 lb.
Canteen, Full. 1 quart water. \$10, 3 lbs.
Clothing. \$0, 2 lbs.
Coins. 2 silver, 17 copper. \$57, 0.38 lb.
Composite Bow (ST 10). 1d+3 imp, Acc 3, Range 200/250, Shots 1(2), Bulk -7. \$900, 4 lbs.
Elven Rations, 12 meals. \$60, 2 lbs.
Hip Quiver, Large. Holds arrows. \$30, 2 lbs.
Personal Basics. \$5, 1 lb.
Pouch. Holds personal basics, rations. \$10, 0.2 lb.
Shortsword. 1d-2 cut (reach 1) or 1d-2 imp (reach 1). \$400, 2 lbs.

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DUNGEON FANTASY ROLEPLAYING GAME