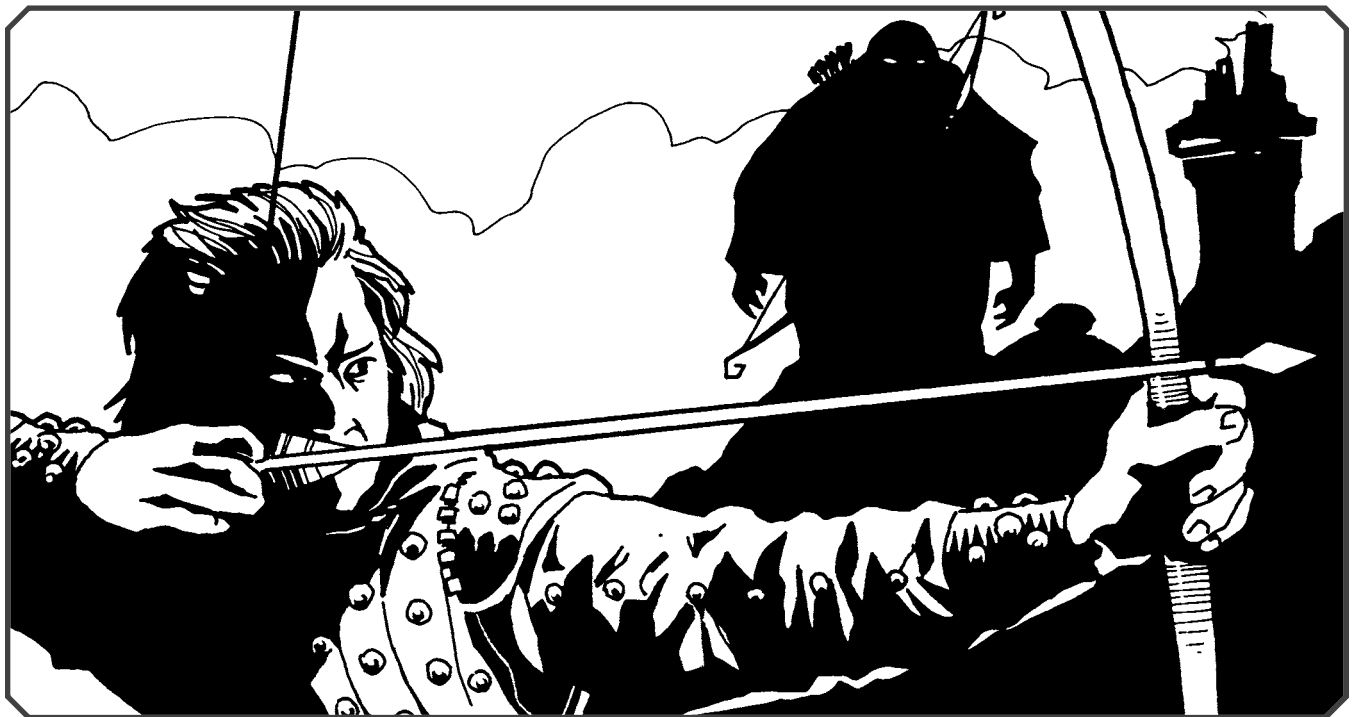


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# INTRODUCTION

*In a high-powered game, there should be all manner of expensive options available to soak up points: great wealth, exotic advantages, magic, psionics, powerful racial templates . . . preferably several of these.*

– *GURPS Basic Set*

*GURPS Dungeon Fantasy: Adventurers and Dungeons* support fast, simple games with a limited number of roles, skills, and options for delvers. They ape classic dungeon RPGs, which emphasized killing monsters and taking treasure, not designing characters. Still, complex character concepts with tricky ability mixes have always been an element of hack-and-slash gaming – if only because of the added opportunities for munchkinism!

This is one area where *GURPS* outdoes old-school RPGs. Ultimately, the GM of a *GURPS* dungeon crawl *could* simply say, “Here are your points. Buy stuff. Get back to me when you’re done.” However, such an approach might lead to downright unplayable PCs – or to such extreme munchkinism that only one player has fun. Enter *Dungeon Fantasy 3: The Next Level*.

The goal of *The Next Level* is to support more-complicated but *balanced* PCs – both at the start and after some in-game evolution. Like other *Dungeon Fantasy* titles, it’s simply a play aid, and takes a hack-and-slash approach that won’t suit every fantasy campaign. It describes races only in terms of traits likely to matter on a dungeon crawl. It treats character templates as almost mandatory when *GURPS* normally views them as optional. Most important, it cultivates munchkinism whenever that would be fun!



## About the Author

Sean “Dr. Kromm” Punch set out to become a particle physicist and ended up as the *GURPS* Line Editor. Since 1995, he has compiled the two *GURPS Compendium* volumes, written *GURPS Wizards* and *GURPS Undead*, edited or revised over 20 other *GURPS* books, and masterminded rules for dozens more. Most recently, he created the *GURPS Basic Set, Fourth Edition* with coauthor David Pulver, wrote *GURPS Powers* with co-author Phil Masters, and wrote *GURPS Martial Arts* with co-author Peter V. Dell’Orto. Sean has been a fanatical gamer since 1979. His non-gaming interests include cinema, computers, and wine. He lives in Montréal, Québec with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

## About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

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