

# GLINT

## 248-Point Human Martial Artist

Glint (yes, that's a pseudonym) is an elite killer trained in the secret methods of the Assassins' Guild. He embodies many hackneyed stereotypes of his vocation: black-clad, blade-wielding, taciturn, *painfully* mysterious – “painfully” meaning that the mystery of his whereabouts is typically dispelled by a stab in the back. He ostensibly left the urban assassination business to go delving for “personal development purposes”; in reality, he desperately needs money because no one has contracted him!

**ST** 11 [10]; **DX** 16 [120]; **IQ** 10 [0]; **HT** 12 [20].  
Damage 1d/2d-1; BL 24 lbs.; HP 11 [0]; Will 11 [5]; Per 10 [0]; FP 12 [0].  
Basic Speed 7.00 [0]; Basic Move 8 [5]; Move 8.  
Dodge 10; Parry 12 (Large Katars), 11 (Judo, Karate); Block N/A.

### Advantages

Ambidexterity [5]  
Chi Talent 2 [30]  
Dragon Skin [5]  
Mantis Strike [9]  
Trademark Move  
(see *Design Notes*) [1]  
Trained by a Master [30]  
Weapon Bond (Moonlight) [1]  
Weapon Bond (Starlight) [1]  
Weapon Master (Katars) [20]



### Design Notes: Glint

Glint is Trained by a Master, and can Rapid Strike at -3 and make repeated parries at a cumulative -2; he's also a Weapon Master with katars, so skill at DX+1 gives +1 *per die* of damage with his large katars. He can attack and parry equally well with either hand (Ambidexterity), and has a Trademark Move: “Attack with two katar swings to neck as a Rapid Strike (-8 to hit, 2d cut).” With +1 for this, and adding Weapon Bond, these strikes are at skill 11. If he doubles ST to 22 with Power Blow, Mantis Strike makes it 24 and the katars do 2d+5 imp/4d+5 cut with Weapon Master bonuses; Glint favors this *and* Trademark Move when backstabbing (*Exploits*, p. 57). Dragon Skin gives DR 2 – DR 4 on the feet (boots), DR 6 on the hands (katars). Glint's quirk points went toward two Weapon Bonds, higher Stealth (benefits from Light Walk and ninja slippers), and \$1,000 for gear.

### Disadvantages and Quirks

Callous [-5]  
Disciplines of Faith (Chi Rituals) [-10]  
Loner (12) [-5]  
Sense of Duty (Adventuring Companions) [-5]  
Vow (Silence) [-10]  
Wealth (Poor) [-15]  
Assassins' Guild foundling – doesn't know his real name. [-1]  
Scouts ahead even if there's a thief or scout who's better at it. [-1]  
Searching for his twin sister, “Glimmer.” [-1]  
Stays silent to avoid conversation, not to serve a higher purpose. [-1]  
Untested as an assassin, but keeps that a secret. [-1]

### Skills

Acrobatics-15 [2]  
Autohypnosis-12\* [2]  
Blind Fighting-10\* [2]  
Body Control-12\* [2]  
Climbing-15 [1]  
Fast-Draw (Sword)-16 [1]  
Gesture-10 [1]  
Judo-16 [4]  
Jumping-16 [1]  
Karate-16 [4]  
Light Walk-17\* [2]  
Meditation-10 [2]  
Mental Strength-14\* [2]  
Mind Block-13\* [2]  
Power Blow-12\* [2]  
Shortsword-17/18† [4]  
Stealth-16 [2]  
Tactics-10 [4]  
Throwing-15 [1]

\* Includes +2 for Chi Talent.  
† Use higher skill for Moonlight and Starlight (+1 for Weapon Bonds).

### Equipment

**\$1,200, 23.8 lbs. (No encumbrance)**

Bandoleer. Holds caltrops, nageteppo. \$60, 1 lb.  
Caltrops x2. \$10, 1 lb.  
Canteen, Full. 1 quart water. \$10, 3 lbs.  
Clothing. Black, of course. \$0, 2 lbs.  
Coins. 15 copper. \$15, 0.3 lb.  
Heavy Leather Armor, Feet. DR 2 (total DR 4). \$52, 4.2 lbs.  
Large Katars (“Moonlight” and “Starlight”) x2. 2d cut (reach 1) or 1d+3 imp (reach 1); DR 4 (total DR 6) on hands. \$800, 4 lbs.  
Ninja Slippers. +1 to Stealth vs. Hearing. \$100, 0.5 lb.  
Personal Basics. \$5, 1 lb.  
Pouches x2. Hold special rations. \$20, 0.4 lb.  
Smoke Nageteppo x2. \$80, 0.4 lb.  
Special Rations, 12 meals. \$48, 6 lbs.

Written by Sean Punch • Art by Brandon Moore • [dungeonfantasy.sjgames.com](http://dungeonfantasy.sjgames.com)

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## DUNGEON FANTASY ROLEPLAYING GAME