

The Fantasy Trip™

Character Collection I

EXPERIENCED ADVENTURERS



by Douglas H. Cole



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Character Collection I

Experienced Adventurers



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Experienced Adventurers

The following list is a pre-generated set of adventurers for use whenever a situation calls for one or more mundane—but seasoned—adversaries. They have been provided with arms, armor, and an appropriate list of Talents. Extra equipment, treasure, or fine and magical gear can be added to taste, especially to complement Talents (someone with Climbing talent would probably have rope). In some cases (particularly those with Weapon Expertise or Mastery), it is assumed that a skilled user of a weapon will have obtained (by purchase or as spoils of war) quality armament.

A personality and brief sketch of history or back-story for each entry provides guidance suitable for using the character in play. Of course, GMs should tweak them to their own needs!

AVASMAL ZOHOL

33-point human factotum, age 33

Always looking for a grievance, Avasmal is obsequious and servile in the presence of his acknowledged betters, but surprisingly generous with friends and even strangers. He is always blaming others and looking for the one big score to set him apart.

ST 13, DX 9, IQ 11, MA 10

Talents (8): Carousing, Climbing, Handyman, Shield, Swimming, Sword

Languages: Common, Extra Language

Weapons: Shortsword (2d-1), Dagger (1d-1)

Armor: Small shield (stops 1 hit)

BLATH HIGHGAZE

33-point human peddler, age 23

Wherever she goes, Blath is always whistling, humming, or singing...it's a real shame she doesn't have much talent for it, or else she'd have made a worthy bard! In constant motion and always talkative, she is jealous of those who have more than she does. Mostly a merchant, plying the trade route between two or three major towns, she takes on the occasional odd job as an adventurer.

ST 10, DX 11, IQ 12, MA 10

Talents (9): Area Knowledge, Business Sense, Literacy, Recognize Value, Streetwise, Sword

Languages: Common, Thieves' Argot, Extra Language

Weapons: Saber (2d-2), Dagger (1d-1)

Armor: none

EBERA MISALDER

34-point human burglar, age 19

Dressed always in muted shades of gray and brown, a metaphorical raincloud hovers over Ebera wherever she travels. An experienced thief and second-story operator, she has never met a dangerous job she didn't like, and is suspicious of everyone and everything. She carefully works through the angles of any situation before executing a plan...and still takes risks most would avoid. The hammer she uses in combat is a quality tool as well as a quality weapon (+1 to DX).

ST 10, DX 12 (11), IQ 13, MA 10

Talents (13): Alertness, Axe/Mace, Climbing, Detect Traps, Knife, Locksmith, Pickpocket, Recognize Value, Silent Movement, Streetwise

Language: Common, Thieves' Argot

Weapons: Fine hammer (1d+1, +1 to DX), Dagger (1d-1)

Armor: Cloth armor (stops 1 hit)

Character Notes

These adventurers are all "mundane," in that none have spells or magical aptitude assumed. They are designed to be interesting, rather than optimized. Not all use their full allocation of Talent points, either, allowing for some customization. The number of points used is listed in parentheses after the talent header.

Where **Area Knowledge** or **Extra Language** are listed, the GM must choose a specialty appropriate for the campaign—most **Area Knowledge** specialties for these characters have to do with sea and land routes, stops, towns, and landmarks.

The **adjDX** listed in parenthesis after the primary stat accounts for armor worn, as well as shield use unless noted. It does not account for weapon quality.

One character (**Arfast**) has a **Ring** of +1 to **DX**, also listed in **adjDX**.



TINZIC RAMIVU

39-point human veteran mercenary, age 38

A veteran of many wars, now acting as muscle for hire to discerning clients. Tinzic has seen too much blood and death to be flustered by anything, and his demeanor on and off the battlefield is one of studied calm. A fighter, but not a leader, he looks forward to retiring many years hence. You can find him in taverns steadily telling unembellished yet enthralling tales of battles past. He doesn't discuss his current clients, though. That's just unprofessional. If in a battle line, he will fight expertly with spear and shield; outside it his weapon of choice is a halberd. With shield and spear, he is -2 DX to be hit, and -1 DX to be hit when using his halberd.

ST 14, DX 12 (9), IQ 13, MA 8

Talents (7): Polearm Expertise, Shield Expertise, Toughness 2

Language: Common.

Weapons: Fine (+1 to DX) halberd (2d+1), fine (+1 to DX) spear (1d+1)

Armor: Leather armor (stops 2 hits), small shield (stops 2 hits), Toughness 2 (stops 2 hits)



TIS STAKNISK

41-point human master thief, age 33

Ghosting through the shadows, passing doors meant to be left closed, and departing with riches that did not originally belong to her...Tis comes and goes as she pleases. A master thief of experience and judgment, she has yet to be seen, much less apprehended. She is a meticulous planner with a near preternatural talent for assessing risks. Her word is her bond, and she has yet to break it. An honorable thief? Not really...but dependability brings rewards of their own, and she has been well rewarded over time.

Tis is a very experienced character, with more Talents than IQ.

ST 11, DX 12, IQ 18, MA 10

Talents (22): Assess Value, Alertness, Charisma, Climbing, Courtly Graces, Detect Lies, Detect Traps, Disguise, Locksmith, Pickpocket, Recognize Value, Silent Movement, Stealth, Streetwise, Sword

Languages: Common, Thieves' Argot

Weapons: Fine (+1 DX, +1 hits) Shortsword (2d), fine (+1 to DX, +1 hits) dagger (1d)

Armor: Stone flesh ring (stops 4 hits)

Special Equipment: Earrings of Detect Enemies, Cloak of Invisibility





What a Character!

Within the pages of this volume, you will find twenty experienced non-magical characters for **The Fantasy Trip**.

Ranging from 33-41 points, the book presents a wide variety of capable individuals to help make your campaign come alive. Warriors, merchants, burglars, scouts, and spies. Plus the occasional village lout.

Each has enough background to provide personality and motivation, but with plenty of room to tailor them to any campaign.

Grab them for foes in a random encounter, as hirelings for a pressing need, or as a replacement character when the dice just don't go your way!

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