

The Fantasy Trip™

Character Collection 3

BANDITS AND OUTLAWS



by Douglas H. Cole



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Bandits and Outlaws



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Thanks to Henry Cobb for the character formatting app used to
check talent and attribute levels. [https://www.fcobb.com/ift/
iftcalc.html](https://www.fcobb.com/ift/iftcalc.html)

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ISBN: 978-1-950368-35-8 (PDF); 978-1-950368-36-5 (SOFTCOVER PRINT)

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Bandits and Outlaws

Bandits are a staple of roleplaying games, and sometimes, you just need a conflict where the monsters are of the human (or humanoid) variety. Most bandits are not Robin Hood. They do not rob from the rich and give to the poor. Instead they rob, steal, murder, plunder, and pillage their way through the world, living as parasites and predators on civilized society. They raid merchant caravans, sack undefended towns, and kill and pillage outlying villages.

WHY BANDITS?

Not all are living the bandit life by dint of free will and the desire to impose pain and suffering on others. Some were under such dire straits that they were forced into banditry, while others were made outcast for real or imagined crimes.

Some may dream of rejoining regular society, while others enjoy the power and thrill of predation. Still others plunder when necessary, and then try and forget the circumstances that made them sink to that level.

HISTORY AND MOTIVATION

Each bandit is provided with a short background. It provides some descriptive elements, but also what motivates that particular outlaw. It may be the thrill of violence, the desire to belong to a particular group, fame and glory, or just looking to score some cash.

USING THIS BOOK

BANDITS AND OUTLAWS contains several groups of NPCs, collected by background. A gang might consist of a mix of types; others might be a squad of troops that have deserted a regular military unit (the **Heavily Armed** section presents one such squad).

Flesh out an encounter that calls for bandits by grabbing these to save time. If a more thematic assortment is required, peruse the descriptions for common elements.

Some of these bandits have a point or so more in Talents than their IQ allows. This assumes some adventuring experience and isn't found on characters of fewer than 34 points.

Omissions: A bandit speaks **Common** if **Language** is not listed. If missing the **Armor**, they wear regular clothing. **Area Knowledge** specialties are blank to allow customization.



Discontented

This category of bandits is reserved for those who started life training to be something...and either failed or were never satisfied with their station. Many would-be wizards or priests wind up here, bitter or desperate after chasing a dream or a vocation only to find out they don't have the ability, the perseverance, or the connections to make good. Either that, or they found they could do better taking from others rather than giving. Still others wandered from role to role until desperation or some other force caused them to prey on their fellows.

DUHLER

32-point slaver

Eager for money; unwilling to work that hard to get it. Left his apprenticeship as a joiner and joined a cult which was a front for the slave trade. Mostly was on guard duty looking intimidating. Too deliberate to be a great fighter, but strong and clever; makes an able assistant to a bandit leader. Duhler loves music of all kinds, and if given the opportunity spends hours in inns listening to bards, or on the streets patronizing buskers.

ST 12, DX 8, IQ 12, MA 10

Talents: Axe/Mace, Joiner, Knife, Priest, Recognize Value, Sword, Whip

Spells: Soothe

Weapons: Broadsword (2d), Club (1d+1), Whip (1d-1)



FESHUD

30-point unhinged assistant

It's rough to be a magician's apprentice without a single drop of magical ability. Wanting to be a mage so badly, and to come up so short. Still, his master used him well...as a mana battery. Paranoid and a tetch mad, he finds work as a handyman, hunter, or farmhand as he can. He makes off with valuables if he can...but only after his work is done. As a result he drifts from town to town.

ST 12, DX 9, IQ 9, MA 10

Talents: Axe/Mace, Cestus, Farmer, Handyman, Knife, Silent Movement

Languages: Common, Sorcerers' Tongue

Weapons: Cestus (1d-2), war axe (2d)

FIRAH

35-point escaped debtor

Determined and ambitious, Firah was a successful merchant, once. A brutal run of bad luck (or poor judgment of risk) led her to be indentured as a debtor. No way. She murdered her contract holder and seeks enough starter funds to become a merchant princess once again. Her brush with servitude has left her absolutely ruthless, determined to never be beholden to another for survival.

ST 10, DX 11 (10), IQ 14, MA 10

Talents: Assess Value, Bow, Business Sense, Charisma, Missile Weapons ×3, Streetwise, Unarmed Combat II

Languages: Common, Thieves' Argot

Weapons: Horse bow (1d), punch (1d-1), kick (1d+2)

Armor: Cloth armor (stops 1 hit)



ALIDIH

33-point outcast noblewoman

A noble's daughter, carefully prepared for a worthy marriage at court...until her parents' scandal ruined her prospects. She seeks to restore her good name, her wealth, and her position, and will not be satisfied until some noble's son begs for her hand on his knees: Either passion or fear will do nicely.

She'll kill, rob, and steal from whomever she must to achieve her goals. Nobility can be won...or bought.

ST 10, DX 12, IQ 11, MA 10

Talents: Bow, Courtly Graces, Dancer, Diplomacy, Horsemanship, Literacy, Sword, Unarmed Combat II

Weapons: Horse bow (1d), fine (+1 DX) saber (2d-2), punch (1d-1), kick (1d)



Desperate and Outcast

Not all endings are happy. Some people—by desperate need or foul choice—live by preying on others.

Character Collection 3 contains 72 characters for **The Fantasy Trip**, each of whom exists with their own ulterior or nefarious motives.

Featuring individuals ranging from 30-38 points, **Bandits and Outlaws** lists these brigands by type and background. Some are true outcasts; others conniving townsfolds. A full dozen are an organized squad of heavily armed soldiers, freelancing in their own special way.

Each has personality and motivation. Tailor them for your campaign, or grab them for foes in a random encounter.

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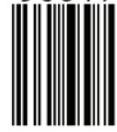
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ISBN 978-1-950368-35-8



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