

The Fantasy Trip™

Character Collection 2

ROOKIES



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by Douglas H. Cole



The Fantasy Trip™

Character Collection 2

Rookies



WRITTEN BY DOUGLAS H. COLE

PRODUCED BY DOUGLAS H. COLE

GAME DESIGN BY STEVE JACKSON

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Artwork by:

COVER: ERIK LOFGREN: [HTTP://ERICLOFGREN.NET/INDEX.PHP](http://ericlofgren.net/index.php)
BILLY BLUE: [WWW.BILLYBLUEART.COM](http://www.billyblueart.com)
JUAN OCHOA: [HTTPS://WWW.JUANCHOA.CO/](https://www.juanchoa.co/)
RICK TROULA: [HTTPS://WWW.RICKTROULA.COM/](https://www.ricktroula.com/)
TERESA GUIDO: [HTTPS://WWW.ARTSTATION.COM/TERESAGUIDO](https://www.artstation.com/teresaguido)

REVIEWERS

Jeff Lord, John Hanna, Jonathan Watts, Michael Stim,
Richard Wilcox, T. Carter Ross

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Rookies

Everyone has to start somewhere. In *THE FANTASY TRIP*, that starting point is usually a 32-point hero or wizard—just enough to be a cut above average in one or two places. These sample characters vary from between 30–33 points, and represent someone just at the start of their adventuring journey.

They could be a young person inflicted with wanderlust. A mercenary or soldier on their first campaign. Or a farmer's child, about to make their own special destiny.

USING THIS BOOK

Rookies contains 40 starting characters ranging from 30–33 points. Players looking for a quick-start can grab one and start playing, perhaps with slight customization.

For the GM, these characters make good hirelings for experienced adventurers, or companions (or threats!) for less well-seasoned delvers.

DX and MA: The adjDX in parenthesis accounts for armor but not weapon quality. Each Rookie is assumed to have the usual \$1,000 for gear.

Omissions: If a stat line is missing, assume a character speaks Common if a **Language** is not listed. If the **Armor** line is missing, they are wearing regular clothing. If the **Spells** tag is absent, they are always considered a hero for the purposes of spending **IQ** points on Talents. A very few of the characters know a spell or two but are otherwise heroes; these are noted.

Handicaps: Some characters are given Handicaps, from *THE FANTASY TRIP COMPANION*, pp. 17–19). These give back points, in exchange for some liability.

DX and MA: The values in parenthesis for DX and MA include the effects of armor and commonly carried shields or defensive weaponry. If the character can choose between several options, that must be accounted for in play.

Example: A character capable of using a large shield or two weapons does not show their DX reduced by –1 for the shield, since they may choose to wield two weapons instead.

HISTORY AND MOTIVATION

Each starting adventurer is provided with a short background. It provides some descriptive elements, usually including what motivates this individual to want to seek out the life of a wandering dungeon delver or explorer for hire.

Many characters are given one or more “mundane” talents, by virtue of their background. Everyone has a past; some might be more adventuring-useful than others, but everyone has one.

ARDAS

32-point marine sailor

He was a bright young lad expected to inherit his family's business raising bees for mead and honey. Instead, he ran away from home to be an explorer.

Signing on with a vessel bound for who-cares-where, his first trip to the docks saw him impressed into service with the realm's navy. He welcomed it, and rapidly found himself a ship's marine engaged in boarding actions. He learned to fight, to sail, and the beginnings of leadership.

Ardas must decide whether to return to the sea, or embrace a new path in life.

ST 9, DX 11 (10), IQ 12, MA 10

Talents: Axe/Mace, Beekeeper, Brawling, Climbing, Seamanship, Swimming, Sword, Tactics, Two Weapons

Weapons: Hatchet (1d), rapier (1d), dagger (1d-1)

Armor: Cloth armor (stops 1 hit)



BRALVORK

32-point young wizard

Always traveling from place to place, Bralvork was pacing beside his parents' merchant caravan as a guard and lookout nearly as soon as he could walk.

He doesn't quite understand how he can make certain things happen, as his conversations with wizardly folk are few. It makes him more than a touch odd, given to rambling strings of conversation laced through with surprisingly perceptive comments about the surrounding world.

With experience, he might grow into a real wizard. Fortunately, he is young enough to have a future in it with study and tutelage.

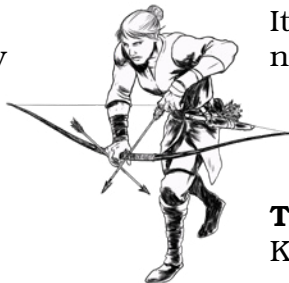
ST 11, DX 11 (9), IQ 10, MA 10 (8)

Talents: Driver, Pole Weapons, Shield

Spells: Detect Life, Drop Weapon

Weapons: Silver-tip spear (1d/1d+1)

Armor: Leather armor (stops 2 hits), small wooden shield (stops 1 hit)



BRIL

32-point bereft innkeeper

Famine. Drought. Fire. Loss. All natural disasters, but brutal nonetheless. His family—once wealthy innkeepers with the patent of petty nobility to go with it—were struck down when a wanderer brought plague into their inn. No priest nor physicker nor wizard was able to save them.

Taking what he could scrounge after being forced to burn his own dwelling to the ground to stop the disease, he is now looking to find again what he lost: family, wealth, honor, and a home.

For now, the sword and the road are his calling.

ST 10, DX 11, IQ 11, MA 10.

Talents: Business Sense, Carousing, Charisma, Handyman, Knife, Literacy, Sword, Unarmed Combat II

Weapons: Fine (+1 DX) saber (2d-2), fine dagger (1d), punch (1d-1), kick (1d)

Equipment: Upper-class clothing

CEZZI

33-point cautious hunter

No dullard, Cezzi makes up for being a bit less nimble than average by knowing every fold and hide in the lands around her home. She's a skilled tracker and practiced archer, and brings home more game than most.

She lives at home with her mother, the village sorceress, who occasionally uses her as a voluntary mana battery when there's good works to be done. She wonders if there's more to life than what she's currently doing.

It would not take more than a gentle nudge to see her serve as a scout for a military company or a group of courageous explorers.

ST 14, DX 9, IQ 10, MA 10.

Talents: Area Knowledge, Bow, Cook, Knife, Missile Weapons ×3, Tracking

Weapons: Longbow (1d+2), dagger (1d-1)



Zero-to Hero?

Every story has a beginning. This second Character Collection volume contains 40 starting characters for **The Fantasy Trip**.

Featuring individuals ranging from 30-33 points, **Rookies** all have one thing in common: inexperience. Perhaps they're worthy town-folk; maybe they're about to embark on a (short?) life of wandering, violence, and looting.

Each Rookie 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 starting characters... they may not be mighty yet, but you have to start somewhere!

The Fantasy Trip



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