

The Fantasy Trip GM Character Record

Name: _____

(M)___(F)___ race _____

job _____ pay _____ risk _____

ST		DX	() Adjusted*
IQ		MA	

* considering armor worn and weight carried

Automatically Functioning Talents (circle those which the character has)

Naturalist Expert Naturalist Alertness Recognize Value Architect Sex Appeal Literacy

Notes: _____

Important Items Carried

Reaction +/- due to race, abilities, etc.

Mark off damage here:

Hits due to wounds ST lost due to fatigue

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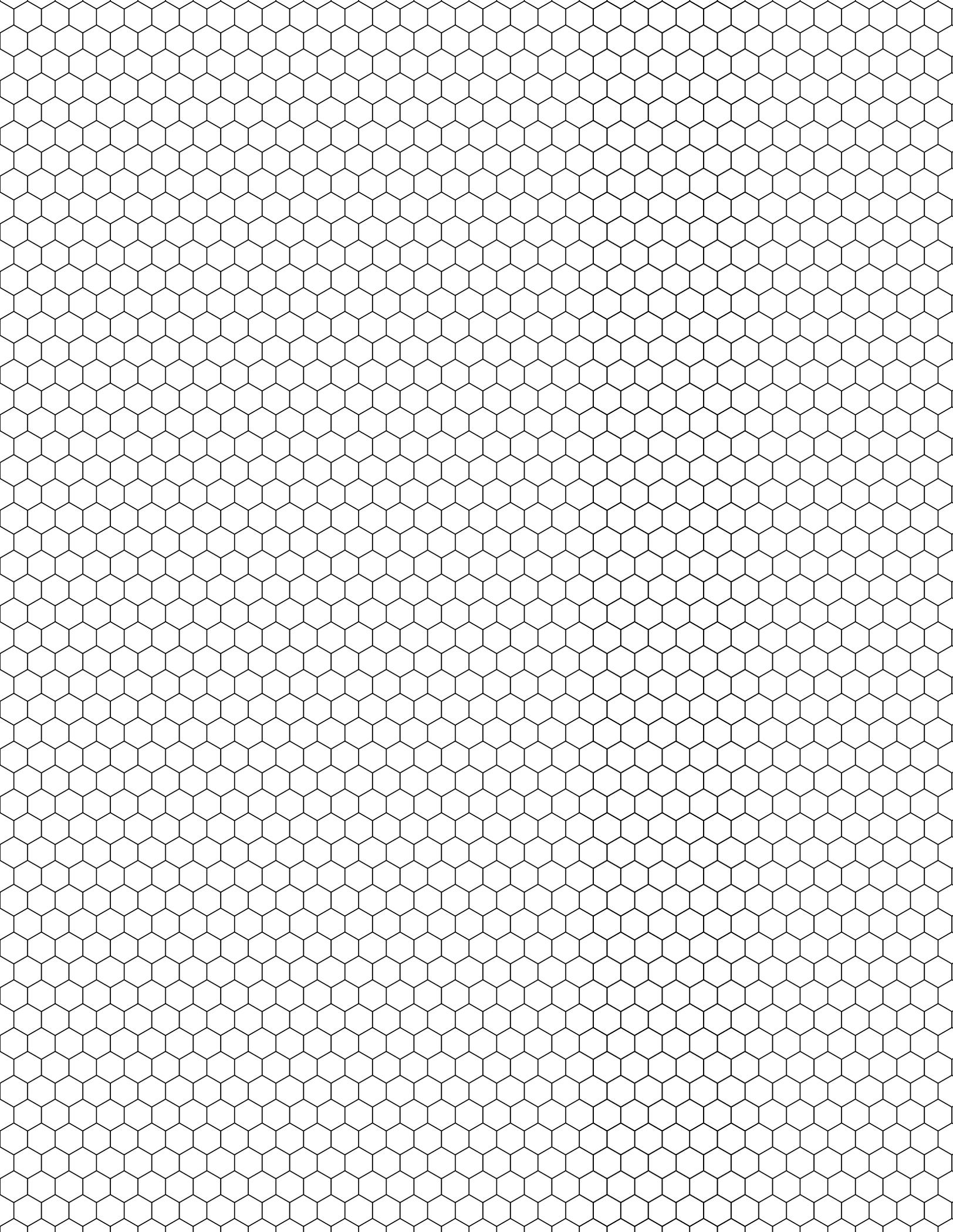
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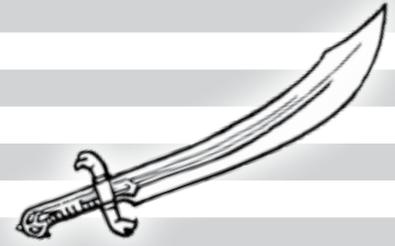




Weapon Table

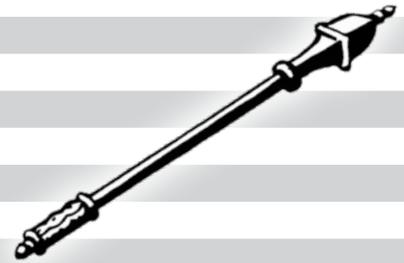
KNIFE and SWORDS

	Damage	ST	Cost	Wt (lbs.)	Notes
Dagger*	1d-1	–	\$ 10	0.2	See p. 122.
Rapier	1d	9	\$ 40	1.0	
Saber	2d-2	10	\$ 50	3.0	
Shortsword	2d-1	11	\$ 60	4.0	
Broadsword	2d	12	\$ 80	5.0	
Bastard Sword (1 hand)	2d+1	13	\$100	7.0	
Bastard Sword (2 hands)†	2d+2	13	\$100	7.0	
2-Handed Sword†	3d-1	14	\$120	10.0	
Great Sword†	3d+1	16	\$150	15.0	



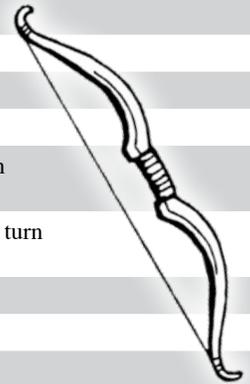
AXES/HAMMERS/MACES

	Damage	ST	Cost	Wt (lbs.)	Notes
Club*	Varies	–	\$ 10	3 and up	See <i>Clubs</i> .
Hatchet*	1d	9	\$ 15	2.0	
Hammer*	1d+1	10	\$ 25	4.0	
Mace*	2d-1	11	\$ 40	6.0	
Small Ax*	1d+2	11	\$ 30	5.0	
War Ax	2d	12	\$ 60	8.0	
Morningstar	2d+1	13	\$100	12.0	
Great Hammer†	2d+2	14	\$110	16.0	
Battle Axe†	3d	15	\$130	22.0	



MISSILE WEAPONS

	Damage	ST	Cost	Wt (lbs.)	Notes
Thrown Rock	1d-4	–	–	0.5	
Sling†	1d-2	–	\$ 2	1.0	(including rocks)
Small Bow†	1d-1	9	\$ 20	4.0	2 shots/turn, if adjDX = 15+.
Horse Bow†	1d	10	\$ 30	4.0	2 shots/turn, if adjDX = 16+.
Longbow†	1d+2	11	\$ 40	4.0	2 shots/turn, if adjDX = 18+.
Light Crossbow†	2d	12	\$ 50	6.0	Fires every other turn, or every turn if adjDX = 14+.
Heavy Crossbow†	3d	15	\$ 80	10.0	Fires every 3rd turn, or every other turn if adjDX = 16+.
Arrows (20)	–	–	\$ 20	1.0	
Quarrels (20)	–	–	\$ 20	1.0	
Sling Pellets (20)	–	–	\$ 2	1.0	



POLE WEAPONS

	Damage	ST	Cost	Wt (lbs.)	Notes
Cranequin	–	8	\$ 30	2.0	Used to cock a crossbow (q.v.).
Javelin*	1d-1	9	\$ 20	3.0	1½ yards; too short to make a 2-hex jab.
Spear*	1d	11	\$ 40	6.0	2-2½ yards
Spear (2 hands)*†	1d+1	11	\$ 40	6.0	2-2½ yards (sometimes much longer)
Halberd†	2d	13	\$ 70	16.0	2-2½ yards
Pike Axe†	2d+2	15	\$100	22.0	2½-3 yards
Trident*	1d	10	\$ 30	4.0	1½ yards; too short for a 2-hex jab.
Cavalry Lance	3d-1	13	\$100	20.0	3½-4½ yards. Usable only by mounted figures – see <i>Mounted Combat</i> .
Pike†	2d+1, or as a spear	12	\$ 50	12.0	5 yards. Normally only used, grounded, vs. cavalry – see <i>Mounted Combat</i> .





Weapon Table

UNUSUAL WEAPONS

	Damage	ST	Cost	Wt (lbs.)	Notes
Quarterstaff†	1d+2	11	\$ 20	5.0	
Net*	1d-3	10	\$ 40	2.0	
Cestus	By ST	–	\$ 20	2.0	Damage depends on ST.
Whip	1d-1	8	\$ 30	1.0	
Lasso*	Varies	8	\$ 10	1.0	
Boomerang*	2d-1	11	\$ 20	3.0	
Nunchuks	1d+1	9	\$ 35	4.0	
Spear Thrower	+2	(Notes)	\$ 15	2.0	ST for spear thrown.
Blowgun†	See <i>Poison</i>	any	\$ 15	1.0	
20 darts	See <i>Poison</i>	any	\$ 10	0.1	The weight is the protective case.
Torch	(Notes)	–	\$ 1	1.0	See <i>Fire as a Weapon</i> .
Table, chair, etc.*†	–	–	–	–	GM's discretion . . .
Wizard's Staff	varies	–	–	–	See under <i>Magic</i> , or <i>Staff</i> spell. Weight depends on size; a wand is almost weightless, while a true staff might weigh 5 lbs. or even more.
Molotail*	–	any	\$ 20	2.0	See <i>Fire as a Weapon</i> .
Gas bomb*	–	any	varies	2.0	See <i>Potions; Gas Bombs</i> .
Bola*	–	9	\$ 15	1.0	See <i>Bola</i> .
Sha-ken*	1d-2	any	\$ 3	0.1	See <i>Sha-ken</i> . A pouch of 12 weighs 1 lb.
Arquebus†	3d+3	–	\$ 500	12.0	See <i>Gunpowder Weapons</i> .
Blunderbuss†	See p. 124	–	\$ 200	4.0	See <i>Gunpowder Weapons</i> .
Grenade*	(Notes)	–	\$ 600	2.0	See <i>Gunpowder Bombs</i> .
Petard	(Notes)	–	\$2,500	12.0	See <i>Gunpowder Bombs</i> .
Gunpowder	(1 charge)	–	\$ 100	–	See <i>Potions</i> .



ARMOR AND SHIELDS

Type	Hits stopped	DX-	Cost	Wt (lbs.)	MA	Notes
Cloth Armor	1	-1	\$ 50	14.0	10	See <i>Armor and Shields</i> . These are weights and costs for <i>human-sized</i> figures. For other figures, see <i>Armor Weights and Costs</i> .
Leather Armor	2	-2	\$ 100	16.0	8	
Chainmail	3	-3	\$ 200	30.0	6	
Half-Plate	4	-4	\$ 300	45.0	6	
Plate Armor	5	-5	\$ 500	55.0	6	
Fine Plate	6	-4	\$5,000	55.0	6	
Pack on Back	1	-1 or -2	Varies	–	–	Stops 1 hit from rear only.
Small Shield	1	0	\$ 30	10.0	–	See <i>Armor and Shields</i> .
Spike Shield	1	0	\$ 40	12.0	–	If used in shield rush, does 1d-2 damage.
Large Shield	2	-1	\$ 50	20.0	–	
Tower Shield	3	-2	\$ 70	35.0	–	
Main-Gauche	1	1	\$ 20	0.5	–	Attacks as dagger. See <i>Left-Hand Weapons</i> .



* – This weapon may be thrown – see *Thrown Weapons*.

† – This is a two-handed weapon. If the fighter has a shield, it must be slung on his/her back while the weapon is ready.

All the costs given above are for normal weapons. Finely-made or enchanted weapons (q.v.) will have special properties. Weapons and armor made of silver, instead of iron, are available. Such equipment is necessary for wizards who wish to fight without an extra DX penalty – see *Iron, Silver, and Magic*. Silver weapons and armor cost 10 times as much as ordinary ones. They weigh the same, do the same damage, and require the same ST to use. If a weapon has *any* metal parts, they must be of silver for a wizard to use that weapon without injuring his magical abilities.



Equipment Table

Most of the equipment listed below is self-explanatory. Items that require elaboration:

Labyrinth Kit. This is what every adventurer should carry with him – a small pouch of standard gear, including 10 yards of rope, a hooked grapnel, a collapsible 6-foot pole, flint and steel, a hammer, and five spikes for scaling walls or closing doors.

Physicker's Kit. Necessary for a Physicker, and useful for a Master Physicker, when wounds are to be healed.

Item	Cost	Weight	Notes
Labyrinth kit	\$ 30	6.0	See above.
Physicker's kit	\$ 50	4.0	See above.
Belt pouch	\$ 5	0.5	
Molotail	\$ 20	2.0	1 quart flammable oil, in bottle.
Gas bomb	Varies	2.0	Bottle of gaseous potion.
Torch	\$ 1	0.5	Burns for about an hour.
100-yard rope	\$ 20	12.0	
10-yard rope ladder	\$ 50	4.0	With hooks at top.
Collapsible 6-foot pole	\$ 5	2.0	Wood, very strong. 3 sections.
Crowbar	\$ 10	4.0	In combat, a club if ST = 12+.
Miner's pick	\$ 50	8.0	A 2-die, 2-handed, ST 13 weapon.
Saddle and bridle	\$ 50	15.0	This is <i>very plain</i> gear.
Cart	\$ 100	220.0	To be pulled by 1 or 2 horses or oxen.
Backpack	\$ 40	4.0	
Rations – 1 day	\$ 5	1.0	Jerky, hard bread, etc., to keep well.
Wine – 1 quart	\$ 2	2.0	1 quart fairly good wine, in skin or bottle.
Waterskin – holds 1 quart	\$ 3	0.2	Weighs 2 lbs. when full of water.
100 coins or large gems	?	1.0	Any variety; most coins weigh the same.
Scroll (or similar object)	?	2.0	Any scroll-sized object.
Book (or similar object)	?	1.0	A medium-sized book.
Wizard's chest	\$2,500	10.0	See p. 142.
Clothing: upper-class	\$ 200	4.0	Suitable for a merchant or noble.
middle-class	\$ 50	4.0	Suitable for a townsman.
lower-class	\$ 10	4.0	Suitable for a peasant or brigand.
Lantern	\$ 20	2.0	Burns 2 hours on oil from 1 molotail.

Hints on Equipment

Players: Don't take *everything*. If you encumber yourselves too heavily, you'll find yourselves throwing it away to save your lives – and equipment costs money, too. Experience will teach you what you are likely to need.

GMs: Don't waste too much time calculating weights. Make sure your players understand the rules – but you don't need to re-add every time they pick something up. Just don't let them pick up enormous loads without penalty. Note also that the *size* of a load can make it inconvenient. A person carrying four halberds and three sofa-cushions is not handling a great deal of *weight* – but he will travel slowly!

Weights are given in pounds, and costs are given in silver pieces (equivalent to a dollar), to make it easy for you to calculate costs and weights of items not listed. You don't need to be absolutely accurate – just make an estimate that everyone can accept.



For weights and costs of combat equipment, see the *Weapon Table*.



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The center section may be used as a single 11 × 17 two-sided player handout.

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List of Options

An *option* is a set of actions. A figure may execute *one* option each turn, and may *not* mix actions from different options. The options available to a figure depend on whether it is engaged, disengaged, or in HTH combat at the moment its turn to *move* comes. During a turn, a player may change his mind about a figure's option, as long as

- that figure has not yet acted, *and*
- that figure did not move too far to allow it to take the new option.

Options for Disengaged Figures

A figure which is *not* engaged with an enemy when its turn comes to move may perform any *one* of the following options:

- MOVE up to its full MA.
- CHARGE ATTACK. Move up to half its MA and attack with any weapon except a missile weapon, or HTH. (A figure can *never* attack if it moved more than half its MA.)
- DODGE. Move up to half its MA while dodging (see *ITL*, p. 117).
- DROP. Move up to half its MA and drop to a prone or kneeling position.
- READY NEW WEAPON. Move up to 2 hexes, re-sling (*not* drop) its ready weapon and/or shield, and ready a new weapon and/or shield, *or* pick up and ready a dropped weapon and/or shield in the hex where movement ends or an adjacent hex.
- MISSILE WEAPON ATTACK. Move up to 1 hex and/or drop to prone/kneeling position and/or fire a missile weapon.
- STAND UP. Rise from prone, kneeling, or knocked-down position at the end of the *combat* phase, or crawl 2 hexes; take *no* other action. A figure *must* take a turn to stand up before attacking, running, etc.
- CAST SPELL. Move one hex or stand still, and attempt any spell.
- DISBELIEVE. Move one hex or stand still, taking no other action, and attempt to disbelieve one figure.

Options for Engaged Figures

A figure which is engaged with an enemy (see definition, *ITL* p. 101) *when its turn comes to move* may perform any *one* of the following options:

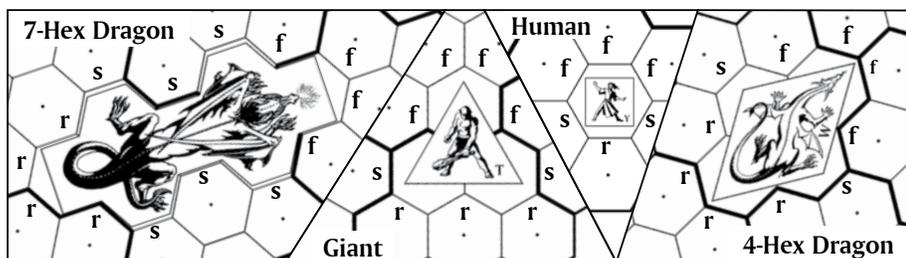
- SHIFT AND ATTACK. Shift one hex (or stand still) and attack with any non-missile weapon.
- SHIFT AND DEFEND. Shift one hex (or stand still) and defend (see p. 117).
- ONE-LAST-SHOT MISSILE ATTACK. If the figure had a missile weapon ready *before* it was engaged, it may get off one last shot. (You can almost always release an arrow at a charging enemy.)
- CHANGE WEAPONS. Shift one hex (or stand still) and drop ready weapon (if any), and ready a new *non-missile* weapon. (An engaged figure cannot ready or reload a missile weapon.)
- DISENGAGE. See p. 106 for an explanation of disengaging.
- ATTEMPT HAND-TO-HAND ATTACK. During the movement phase, the figure stands still or shifts; when its turn to attack comes, it moves onto the hex of any adjacent enemy, and attempts to hit with bare hands or (if it was ready) its dagger.
- STAND UP. Same as (g) above.
- PICK UP DROPPED WEAPON. “Bend over” (not moving), drop your ready weapon and/or shield (if any), and pick up and ready a dropped weapon in your hex or an adjacent hex.
- CAST SPELL. Shift one hex or stand still, and attempt any spell.
- DISBELIEVE. Same as (i) above.

Options for Figures in Hand-to-Hand Combat

- HTH ATTACK. Attempt to hit an opponent in the same hex with bare hands or, if dagger is ready, with the dagger.
- ATTEMPT TO DRAW DAGGER. See *ITL*, page 117.
- ATTEMPT TO DISENGAGE. Disengaging while in HTH combat is not automatic; it requires a die roll. See *ITL*, page 106.



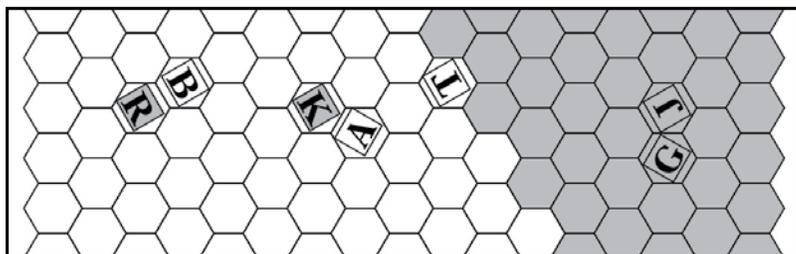
Facing



Each figure “faces” one side of its hex, as shown by the direction the counter is turned. A player may change the facing of a figure whenever it *moves*, and may always change its facing at the end of its movement turn, even if it stayed in the same hex. Facing determines which figures can be attacked by which; it is unwise to let an enemy behind you.



Engaged and Disengaged



In this diagram, Tark is not engaged. Bjorn is engaged (he is in Rolf's front hex), but Rolf is not engaged (he is in Bjorn's rear hex). Karl and Astaroth are both engaged; each is in one of the other's front hexes. Jon and Grath are not engaged; they are not enemies.

The unshaded hexes are “in front of” Tark. He can cast spells only at figures in these hexes, or in his own or adjacent hexes.

ST
DX
IQ
MA

[Skill Grid]

[Weapon Icon]

[Shield Icon]

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TALENTS & SPELLS

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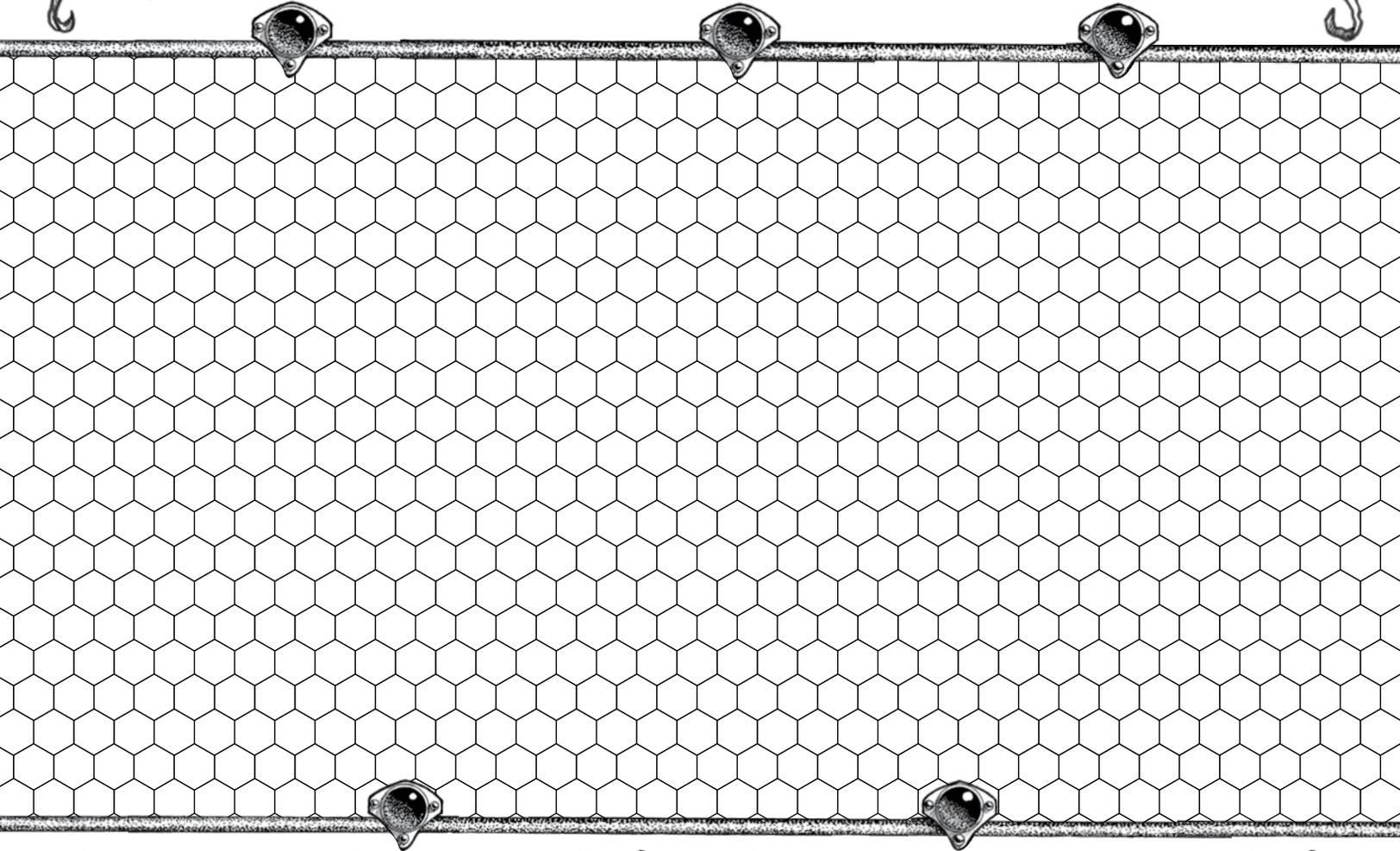
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Town



Notable Residents

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Important Shops and Services

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Recent History

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Campaign Notes

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