

## Master Physicker

Increase IQ to 14.

Add talents:

Chemist (3)

Language (one) (1)

Literacy (1)

Naturalist (2)

Physicker (2)

Master Physicker (2)

## Veteran

Increase IQ to 12.

ST must be 14 or more.

DX must be 12 or more.

Add talents:

Shield Expertise (2) \*

Toughness × 2 (4)

Weapon Expertise  
(main weapon) (3)

\* If the main weapon is a polearm, Shield Expertise should be exchanged for some other talent.

A really experienced veteran might add Quick-Draw for his main weapon, and even Weapon Mastery.

## Bowman

Add talents:

Bow (2)

Missile Weapons × 3 (3)

## Crossbowman

Add talents:

Brawling (1) *or*  
Unarmed Combat (1)

Crossbow (1)

Missile Weapons × 3 (3)

## Student

Increase IQ to 9.

Add talents:

Carousing (1)

Languages (any 3)

Literacy (1)

Writing (1)

Advanced students may learn the Scholar talent and add abilities like Area Knowledge, Mathematician, Naturalist, Priest, and more languages.

## Leader

Increase IQ to 11.

Add talents:

Alertness (2)

Area Knowledge (1)

Charisma (2)

Diplomacy (1)

Physicker (2)

Unarmed Combat (1)  
(1) *or* Tactics (1)

## Beastmaster

Increase IQ to 11.

Add talents:

Alertness (2)

Animal Handler (2)

Driver (1)

Tracking (1)

Vet (2)

## Apprentice Thief

Increase IQ to 10.

Add talents:

Climbing (1)

Locksmith (1)

Pickpocket (1)

Recognize Value (1)

Silent Movement (2)

Streetwise (1)

## Journeyman Thief

Increase IQ to 13.

Add talents:

Alertness (2)

Climbing (1)

Detect Traps (1 w/Alertness)

Locksmith (1)

Pickpocket (1)

Recognize Value (1)

Silent Movement (2)

Streetwise (1)

## Expert Thief

Increase IQ to 15.

Add talents:

Acute Hearing (2)

Alertness (2)

Climbing (1)

Detect Traps (1 w/Alertness)

Locksmith (1)

Pickpocket (1)

Recognize Value (1)

Silent Movement (2)

Streetwise (1)

## Master Thief

Increase IQ to 18.

Add talents:

Acute Hearing (2)

Assess Value (1)

Alertness (2)

Climbing (1)

Detect Traps (1 w/Alertness)

Locksmith (1)

Pickpocket (1)

Recognize Value (1)

Silent Movement (2)

Stealth (2)

Streetwise (1)

## Spy

Increase IQ to 15.

Add talents:

Alertness (2)

Climbing (1)

Detect Traps (1 w/Alertness)

Literacy (1)

Locksmith (1)

Remove Traps (1)

Silent Movement (2)

Stealth (2)

Streetwise (1)

## Good Ol' Boy

ST must be 12 or more.

Add talents:

Brawling (1)

Carousing (1)

Language: Dwarvish  
or Orcish (1)

Toughness (2)

## Merchant

Increase IQ to 10.

Add talents:

Area Knowledge (trading  
area) (1)

Business Sense (2)

Language (one) (1)

Literacy (1)

Recognize Value (1)

Streetwise (1)

## Master Merchant

Increase IQ to 13.

Add talents:

Area Knowledge  
(trading area) (1)

Assess Value (1)

Business Sense (2)

Charisma (2)

Language (one) (1)

Literacy (1)

Recognize Value (1)

Streetwise (1)

## Jack of All Trades

Add talents:

Carousing (1)

Climbing (1)

Handyman (1)

Language (one) (1)

Swimming (1)

## Entertainer

Increase IQ to 10.

Add talents:

Acrobatics (2)

Bard (2)

Climbing (1)

Mimic (1)

Streetwise (1)

A pure entertainer, with no points  
in weapons, could add talents such as  
Charisma, languages, and even  
unarmed combat.

## Delver

Increase IQ to 9.

Add talents:

Acute Hearing (2)

Alertness (2)

Climbing (1)

Detect Traps  
(1 w/Alertness)

## Expert Delver

Increase IQ to 12.

Add talents:

Acute Hearing (2)

Alertness (2)

Recognize Value (1)

Climbing (1)

Detect Traps  
(1 w/Alertness)

Running (2)

## Swashbuckler

Increase IQ to 11.

DX must be 12 or more.

Must choose Sword as a  
weapon talent.

Add talents:

Charisma (2)

Courtly Graces (1)

Fencer (3)

Literacy (1)

Two Weapons (1)

## Captain

Increase IQ to 10.

Add talents:

Area Knowledge  
(local waters) (1)

Boating (1)

Captain (2)

Diplomacy (1)

Seamanship (1)

Swimming (1)

## Knight

Increase IQ to 11.

Add talents:

Courtly Graces (1)

Expert Horsemanship (2)

Horsemanship (1)

Literacy (1)

Pole Weapons (2) \*

Shield (1) \*

Sword (2) \*

Tactics (1)

\* This card specifies weapons, to make sure the character has the traditional knightly skills. But this knight will have to gain *expertise* in weapons before taking a place at the Round Table!

## Expert Naturalist

Increase IQ to 12.

Add talents:

Alertness (2)

Languages (two) (2)

Literacy (1)

Naturalist (2)

Expert Naturalist (2)

## Warrior

Increase IQ to 9.

ST must be 12 or more.

DX must be 12 or more.

Add talents:

Toughness (2)

Weapon Expertise (3)

Quick-Draw  
(main weapon) (1)



## Woodsman

Increase IQ to 12.

Add talents:

Acute Hearing (2)

Area Knowledge (1)

Naturalist (2)

Toughness (2)

Tracking (1)

Woodsman (1)

## The Fantasy Trip™ Skills



Notes:

## Skill Card Instructions

Pick a skill card and add it to your fighter card to give an instant specialist. Some of these specialists, of course, are far more than starting characters. A veteran, for instance, would have 38 points in stats.

The talent list leaves 3 IQ “unused” to allow the fighter to know a weapon, plus Shield or Knife. Fighters who put more points into weapons, such as knowing both Bow (2) and Sword (2), will have to drop equivalent points from their specialist abilities.

If you want a specialist character who is not a fighter, of course, you can drop some weapon talents to make room for other abilities. It’s not a bad idea, though, to let even a “non-fighter” know how to use a spear or crossbow, so he can be useful in fights without getting right into the middle of the scrum.

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