

DARKSHADE CHRONICLES

DCOO - QUICK START GUIDE
FOR TUNNELS & TROLLS™ SOLO ADVENTURES



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QUICK START GUIDE FOR TUNNELS & TROLLS™ SOLO ADVENTURES

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All Rules presented here have been created and previously published by Ken St. Andre and Flying Buffalo Inc. This guide is intended to present a consolidated version of the Tunnels & Trolls™ rules for use with solo adventures for those not so familiar with the system.

2nd Edition

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Creating a New Character

Like any role-playing system, creating a character for Tunnels & Trolls consists of randomly determining and assigning attributes and then picking a kindred (race) and character type (class). In some cases, the kindred you choose will result in modifiers to the your attributes (racial adjustments). Your final attribute values may help determine what character type you choose to play.

Attributes

A character has eight attributes: Strength (STR), Constitution (CON), Dexterity (DEX), Speed (SPD), Intelligence (INT), Wizardry (WIZ), Luck (LK), and Charisma (CHA). The standard procedure to generate a character's attributes is to roll 3 six-sided dice for each. If triples are rolled, add the total and roll again (TARO - Triples Add and Roll Over) for that value. Once you have your eight totals, you can assign them to the attributes as you wish. CON also represents your character's health or hit points.

Kindred

Humans are the most common kindred in T&T. As the baseline, there are no positive or negative modifiers to any attribute when choosing to play a human. When playing other common kindred, use the table below to apply the listed modifier (multiplier) to the already rolled and assigned attribute. Keep in mind that some solo adventures could be restricted to only certain kindred, types, level, and combat adds (hobb = halfling, urook = orc). This is only a partial list of kindred that can be used for T&T.

KINDRED	STR	CON	DEX	INT	WIZ	LK	CHA	HT	WT
Dwarf	2	2	1	1	1	0.67	1	0.67	2
Elf	1	0.67	1	1.5	2	1.5	2	1	0.67
Gnome	0.33	0.33	1.5	2	1	1.5	0.67	0.33	0.33
Goblin	0.75	0.75	1.5	1	1	1	0.5	0.75	0.75
Hobb	0.5	2	1.5	1	1	1.5	1	0.5	1
Urook	1.25	1.25	1	0.75	1	0.75	1	1	1.25

Example: If you decide to play a dwarf kindred, you would multiply each attribute rolled by the listed value (x2 for STR, x2 for CON, x 0.67 for LK).

TUNNELS & TROLLS

NAME

TYPE

LEVEL

KINDRED

COMBAT

ADDS _____

WEAPON

DICE + ADDS

☐

STR

☐

CON

☐

DEX

☐

SPD

☐

INT

☐

WIZ

☐

LK

☐

CHA

ADVENTURE POINTS

TALENTS

TALENT (ATTRIBUTE)

RATING

SPELLS

SPELL NAME (LEVEL)

WIZ COST

EQUIPMENT

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Type

There are three main character types in T&T: Warrior, Wizard, and Rogue. Additional rules exist for specialty classes, paragons, and citizens. More information and details on all character types can be found in a full version of the rulebook.

Warriors are trained from an early age and should be considered professional fighters such as former soldiers or mercenaries. They use weapons and armor better than any other type. To reflect this, the warrior's special abilities are bonus combat adds based on the warrior's level (1 additional combat add at 1st Level, 2 at 2nd, and so forth) and a bonus when wearing any armor to get double the 'Hits' value listed (damage absorbed by armor before being applied to the character). Example: Leather Armor has a value of 5 Hits; for a warrior, this value would be 10 Hits. Warriors cannot cast spells.

Wizards meanwhile are trained to work in the realm of magic and spells. Every wizard is able to cast all 1st Level Spells at the start of their delving career reflecting their official training with the wizarding guilds and schools. Learning spells beyond 1st Level requires the character to either find someone to teach them the spell, or purchasing new spells from the guilds.

One other consideration for a wizard character type is a restriction on the melee weapons that can be used. Classified as noncombatants, wizards receive little official weapon training. To reflect this, wizards cannot use weapons with a base damage of 2d6 (plus any additional weapon adds). If a wizard uses any weapon with base damage of 3d6 or greater, he does not get to apply any combat adds or cast any spells.

Rogues are characters that have their feet in both warrior and wizard training. This character may have natural magical aptitude, but never had the money or the chance to be educated in an official wizarding school. They are able to cast spells, but only start with one spell that can be chosen from the Level 1 spell list. Rogues do not get the aptitude bonus that wizards get and are also considered outcasts by the main wizarding guilds so it is difficult for a rogue to learn or purchase new spells. Rogues can use any weapons and armor, but do not get any of the bonuses that warriors get regarding combat adds or the armor proficiency.

While not all rogues are "thieves", all rogues do get the special ability called the "Roguary" talent which reflects their versatility and reliance on INT, CHA,

and LK. The highest of these attributes is what the character's Roguery talent is based on. This talent can be used any time the character is called upon to make a saving roll involving these three attributes. Treat Roguery as a special ability and bonus talent for the rogue character. Your character is still able to pick a starting talent at 1st level.

Level

The character's initial level is determined by the highest attribute of those listed below for each character type. If the highest attribute value is less than 20, the character is at Level 1. If the highest attribute value is in the 20's, the character is at Level 2, and so on. The character's level affects the number of talents the he can have, additional combat adds for a warrior, and you can add your character level to any Saving Roll you have failed in order to change that failure to a success (more on this in the Saving Rolls section of this guide).

CHARACTER TYPE	LEVEL ATTRIBUTES
Warrior	STR, DEX, SPD, LK
Wizard	DEX, INT, WIZ, CHR
Rogue	DEX, INT, WIZ, LK

Combat Adds

An attribute score between 9 and 12 is considered average for most denizens of Trollworld. Anything above 12 can be considered better than average and translates into combat bonuses to damage that can be dealt. The attributes that contribute to a character's Combat Adds are Strength (STR), Dexterity (DEX), Speed (SPD), and Luck (LK). Values for any of these attributes that are greater than 12 represent a positive modifier. See the example below for Dirk the Dirty and how his combat adds would be calculated.

Dirk the Dirty's Combat Adds: 13 (0 + 6 + 4 + 3)

- STR: 10 (score not greater than 12)
- DEX: 18 (6 points greater than 12)
- SPD: 16 (4 points greater than 12)
- LK: 15 (3 points greater than 12)

Values less than 12 do not have a negative affect on combat adds.

Talents

Every character has skills. Being able to start a fire or chop down a tree are basic skills. Being able to hunt, ride a horse, pick pockets, or climb walls would be considered talents. Talents are used to represent specific skills or training a character has that result in a higher level of possible success. When a talent is chosen, determine which attribute it would apply to and roll a single D6. The value represents the bonus that can be added to your saving roll when such an attempt is made where the talent could be applied.

The rule of thumb for T&T is one talent per level of your character. Rogues would start with two talents at first level, having the special ability talent of “Roguary” as well as one of the character’s choosing.

Below are some examples of talents to consider or use for reference.

TALENT	ATTRIBUTE
Animal Handling	CHA
Balance	DEX
Climbing	STR
Endurance	CON
Gambling	CHA
Hunting	INT
Intimidation	CHA
Juggling	DEX
Tracking	INT

In most solo adventures, you will be responsible for applying your talent to the applicable situation. When asked to make a saving roll that involves an attempt similar to a talent your character possesses and utilizing the same attribute, you would make your saving roll with the talent bonus applied.

DICE ROLL (2d6) + ATTRIBUTE + TALENT (if applicable) = TOTAL VALUE

Example: Your character has an aptitude with animals, reflected in a chosen talent of Animal Handling using CHA as the base attribute. The bonus you have rolled for this talent is a 3, so your talent should be listed on your character

sheet as “Animal Handling (CHA) +3”. An adventure may ask for a saving roll versus CHA to try to calm a frightened horse. In this situation, you could apply your talent to this saving roll getting your +3 bonus on your attempt.



Weapons and Equipment

Listed here are some basic weapons, armor, and equipment you can use to start your character. Characters are able to wield two one-handed weapons if the combined STR and DEX requirements for the weapons do not exceed the character's attribute values.

Damage: Dice + Adds, the amount of damage to roll for the weapon listed. Add your combat adds to this in a combat turn to get your total value.

STR or DEX Req: Attribute value required to wield the weapon effectively.

2 Hands?: Notification that the weapons requires two hands to properly use for maximum damage and effectiveness.

Range (yds): Range is listed if a melee weapon can be thrown as an attack. The distance in yards represents its maximum range.

Melee	Damage	STR Req.	DEX Req.	2 Hands?	Range (yds)	Cost (GP)	Weight
Axe, broad	4	17	8	N	-	100	150
Broadsword	3 + 4	15	10	N	-	140	120
Dirk	2 + 1	1	4	N	10	18	16
Great Sword	6	21	18	Y	-	240	170
Hatchet	2 + 3	6	6	N	10	8	50
Javelin	2	5	7	N	10	10	30
Morningstar	5	17	11	N	-	140	110
Quarterstaff	2	10	8	Y	-	10	50
Sax	2 + 5	7	10	N	-	30	25
Scimitar	4	10	11	N	-	120	100
Spear	3 + 1	8	8	N	15	15	30
Trident	4 + 3	10	10	N	5	60	75
Missile	Damage	STR Req.	DEX Req.	2 Hands?	Range (yds)	Cost (GP)	Weight
Longbow	4 + 3	15	15	Y	140	100	60
Light Crossbow	4	12	10	Y	90	170	120
Sling and Stone	2	5	10	N	50	5	1

Armor	Hits	STR Req.	Cost (GP)	Weight
Bracer (arm)	2 (1 ea)	2	10	20
Breast Plate (torso)	3	3	140	110
Greaves (leg)	2 (ea)	2	20	30
Heavy Cloth (full suit)	1	3	20	30
Leather jerkin (torso)	1	2	15	15
Mail (full suit)	12	12	250	360
Quilted silk/cotton (full suit)	3	6	50	100
Scale mail (full suit)	8	10	210	300
Soft leather (full suit)	5	7	50	75
Helms	Hits	STR Req.	Cost (GP)	Weight
Cap, steel	1	2	10	25
Full helm	3	2	20	50
Shields	Hits	STR Req.	Cost (GP)	Weight
Buckler	3	2	10	75
Heater	5	10	65	400
Kite shield	6	12	130	500

Reminder that armor worn will prevent damage from being applied to your character. The value listed for “Hits” is the amount that is absorbed. Armor worn is cumulative, so wearing a full suit of soft leather as well as a full helm would provide a total protection of 8 Hits (doubled to 16 if you are a Warrior). Only damage above this total would actually be applied to your CON value.

Weight values are listed for both weapons and armor. Multiply your STR attribute by 100 and this number represents how much weight you can carry.

As a starting character, you may roll $3d6 \times 10$ to get a starting gold value to buy your equipment beyond the clothes on your back. You could also create a background for your character as an alternative that would allow you to start with some better quality weapons or armor that would be reasonable. For example, if your character is a warrior that has recently quit his employment with a mercenary company, you have some additional equipment like a broadsword or a more expensive suit of armor (maybe restrict this to one such item).

Equipment	Cost (GP)	Weight
Arrows (20)	40	10
Backpack	1	10
Bound book (50 sheets)	10	20
Flint and steel	1	4
Grappling hook	3	50
Ink (2 oz. bottle)	5	5
Iron spike (10)	1	25
Lantern	2	20
Lockpicks (Set of 3)	60	6
Mirror (small)	4	5
Oil, flask	2	5
Parchment (10 sheets)	2	4
Quiver, Arrows (Holds 20)	4	30
Rope, hemp (50 feet)	5	100
Rope, silk (50 feet)	20	20
Sling Stones (Pouch of 100)	3	50
Sack, large	1	5
Torch	1	10
Water/Wine Skin	1	15
Wax Candle (10)	3	15



Saving Rolls

A Saving Roll is defined by assigning a level of difficulty and an attribute involved for an action. Talents can be utilized to increase the chance of success. Rolling doubles allows for the opportunity to accomplish what at first may seem impossible. However, there is always a chance of failure, no matter how easy the task or talented the individual.

There is a target associated with each level. Roll 2 dice (never more) and add the total to the associated attribute score. If the result meets or exceeds the value required, the saving roll has been successful.

SR LEVEL	TARGET	SR LEVEL	TARGET
Level 1	20	Level 5	40
Level 2	25	Level 6	45
Level 3	30	Level 7	50
Level 4	35	Level 8	55

Adventure Points (AP): Remember that you get experience, or Adventure Points (AP), for every Saving Roll that is attempted by multiplying your dice roll by the level of the Saving Roll. This should be applied whether the SR is successful or not.

Character Level: You can add your character level to any Saving Roll you have failed in order to change that failure to a success (no AP's are awarded).

Critical Failure: When rolling for your saving roll, a Critical Failure occurs if you roll a '1 and 2'. This will always result in a failed saving roll, regardless of your total after adding your attribute. Text in the adventure will alert you to any instance where a critical failure may result in anything different than a normal failed roll.

DARO: When rolling 2 dice for your saving rolls, if you roll doubles, you roll again (DARO = Doubles Add and Roll Over). This would not apply to damage rolls if using a weapon that utilizes 2 dice, only Saving Rolls (SR).

Talents: If you have a Talent that would apply to the saving roll that is being attempted, you can add the value of your talent to your saving roll total.

DICE ROLL (2d6) + ATTRIBUTE + TALENT (if applicable) = TOTAL VALUE



Example:

Nox the Ninja is attempting to get the drop on two thugs who have not yet noticed him. In order to close the distance and have a chance to get a surprise attack on them, Nox needs to make two Saving Rolls. One versus SPD in order to quickly close the gap between him and the thugs, and a second one versus DEX to leap over a bush between them.

The first is a Level 1 Saving Roll versus SPD. Nox's SPD attribute is a 17 and he has no talent that would apply in this situation.

Your roll on a 2d6 is a 9

The target value for a Level 1 Saving Roll is a 20

9 (roll) + 17 (SPD attribute) = 26 (greater than 20)

Successful Saving Roll, award yourself 9 AP's (9 x 1)

The second is a Level 2 Saving Roll versus DEX. Nox's DEX attribute is a 15 and he has a talent in Acrobatics (+3).

Your roll on a 2d6 is a 5

The target value for a Level 2 Saving Roll is a 25

5 (roll) + 15 (DEX attribute) + 3 (Acrobatics) = 23 (less than 25)

Unsuccessful Saving Roll, award yourself 10 AP's (5 x 2)

So in this encounter, Nox quickly sprinted towards the thugs, but when leaping over the bush, he scraped his leg against the top of the plant that made enough noise to alert the thugs to his presence.

Regarding the second roll, if Nox was a Level 2 Warrior, then you could choose to apply his level bonus to the roll (an additional +2) in order to turn this failure into a success. In doing so, you would not be awarded the 10 AP's, but more than likely a good trade off.

The chance to roll doubles on a saving roll will always provide the opportunity for any attempt to be successful. When doubles are rolled, you simply total the die roll and roll again. If you roll doubles again, you would add the second result to your previous sum and roll yet again, and so forth.

Keeping track of your Adventure Points earned is very important. Even though 9 or 10 AP's seem like a small amount, they will add up quickly. These AP's can then be used later to increase your character's attributes.

Spells

The WIZ attribute is used as points to cast a spell. To successfully cast a spell, a caster needs to make a Level X Saving Roll versus INT; the X representing the level of the spell being cast. If the casting is unsuccessful, the WIZ points are still burned/lost. These points will replenish over time. Adventures that involve spell casting should clearly identify how WIZ points are recharged. If not mentioned, consider WIZ points to be returned to full value if able to rest for a night.

More information on these spells can be found in the standard T&T rulebook. Wizards start their delving career having the ability to cast all 1st Level Spells. Rogues may pick one of these spells to start with. The following is a partial list of 1st Level Spells. In most solo adventures that involve spell use you will be prompted when and what you would be able to cast.

To cast a 1st Level Spell, the caster needs a minimum attribute value of 10 for both INT and DEX.

1st Level Spells

SPELL NAME	WIZ COST	RANGE	DURATION
Call Flame	7	Touch	Instantaneous
Call Water	8	Touch	Instantaneous
Dem Bones Gonna Rise	10	10 feet	2 Combat Turns
Detect Magic	1	10 feet per level	1 Combat Turn
Hold That Pose	4	50 feet	1 Combat Turn
Knock Knock	3	Touch	Instantaneous
Know Your Foe	5	20 feet per level	Instantaneous
Lock Tight	3	Touch	1 Combat Turn
Oh Go Away	5	50 feet	1 Combat Turn
Oh There It Is	4	50 feet	1 Combat Turn
Sparkle	1	10 feet	1 Combat Turn
Take That You Fiend!	6	Up to 100 feet	Instantaneous
Vorpal Blade	5	10 feet	1 Combat Turn
Will-o-Wisp	2	Touch	5 Combat Turns

Call Flame: Produces a quick burst of flame that deals 1d6 damage to target. Can also be used to light fires, torches, or other flammable materials.

Call Water: Produces a quick burst of water that deals 1d6 damage to target. Can also be used to douse fires or for cleaning.

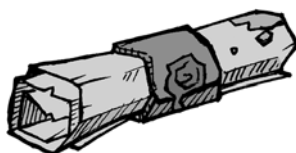
Dem Bones Gonna Rise: Raise a skeleton from the ground that obeys simple commands and will fight with a MR rating equal to caster's STR + CON. The ground in the area of the casting would need to be a field or other area where bones from animals or other creatures may be present.

Detect Magic: Simply detects the presence of magic in the area or an item.

Hold That Pose: Target forgets what she is doing. In combat, this makes the target helpless and unable to attack, but armor would still deflect damage.

Knock Knock: Unlocks simple mechanical locks or Level 1 magical ones.

Know Your Foe: Can determine the MR value or other attribute of the target.



Lock Tight: Creates a Level 1 magical lock that holds a door shut.

Oh Go Away: Target of the spell is compelled to flee if his combined INT+LK+CHA is less than the same amount of the caster's.

Oh There It Is: Reveals any invisible or hidden items, doors, or beings within range with a soft magical glow.

Sparkle: Creates a rainbow glow around the target that does no damage but could be used to frighten, distract, or make easier to see.

Take That You Fiend!: Damaging spell for a single living target that bypasses armor and automatically hits if the spell is successfully casted. Damage is equal to the INT value of the caster.

Vorpal Blade: Doubles the damage dice roll for the target's weapons for the combat turn. Does not double combat adds or Spite damage.

Will-o-Wisp: Summons a small blue radiance that can be used as a floating source of light for the caster.

Combat

For any melee combat, you will be asked to roll attack dice for yourself and for your opponent. Roll the dice associated with whichever melee weapon you are using and then add your Combat Adds. Then, roll the dice listed for your opponent, add its combat adds, and compare the two numbers. The higher number has the upper hand for that round and the difference is applied as damage against the other.

Spite Damage

Anytime you roll a natural 6 in combat, it is considered as 'Spite' damage. Whether you win or lose the combat round, spite damage will always be applied. Spite damage will always bypass any armor that is being worn (cannot be absorbed by armor value/hits).

Example: If you lose the combat round by 6 points, you must take 6 damage. However, if you rolled a '6' for your attack roll, you would also do 1 point of damage to your opponent.

Special Attacks

Normally, spite damage will only result in a single point of damage for each that is rolled. Some opponents that are encountered may have a special attack that is triggered based on a certain number of spite that is rolled. Special attacks will be clearly documented in the text of the adventure regarding when it would apply.

Applying Damage

Damage taken in combat should come directly off of your CON value, or the CON value of the opponent. Armor will reduce the amount of damage applied based on the armor value or hits that it can absorb. Spite damage bypasses armor and will always be applied directly to the CON value of the target.

Missile Combat

Missile Combat requires a Saving Roll versus DEX to determine if the attack is successful. The level of the Saving Roll will be based on the range or distance to the target. If the Saving Roll is successful, then damage is rolled for the weapon being used.

Missile combat should be called out specifically in the text of an adventure regarding when it can be utilized.

Missile Combat Ranges

RANGE		SR LEVEL (TARGET)
Point Blank	(1 foot or less)	Level 1 (20)
Easy	(Up to 30 feet)	Level 2 (25)
Challenging	(Up to 100 feet)	Level 3 (30)
Difficult	(Up to 300 feet)	Level 4 (35)
Remarkable	(Over 300 feet)	Level 5 (40)



Adventure Points

You will awarded adventure points , or APs, for saving rolls, defeating monsters or foes, and for accomplishing certain goals. These points represent your experience and can be used to progress your character by increasing your base attribute values.

Adventure points are awarded for every Saving Roll that is attempted. Multiply the dice roll by the level of the Saving Roll to get your AP value for each attempt. This should be applied whether the attempt is successful or not.

$$AP = \text{Saving Roll dice roll} \times \text{Saving Roll Level}$$

When defeating monsters in an adventure, AP should be awarded. If this is not specifically identified in the text of an encounter, you can always give yourself AP equal to the listed MR value of the monster. If this is not specifically labeled, use the CON value of the monster or foe defeated.

Using Adventure Points

You can spend your earned Adventure Points to increase your character's attributes. To do this, first identify which attribute you would like to increase. The points to spend to increase the attribute by a single point is equal to the current value multiplied by 10.

Example: Your current STR value is a 12. Multiplied by 10, the points need to increase your STR to a 13 would be 120 APs.

Once you have used your Adventure Points in this way, you should subtract the points spent from you total. Likewise, you can keep to columns of data for Adventure Points on your character sheet: one for total AP earned and another for AP spent.

Combat Adds

Remember that values for STR, DEX, SPD, and LK that are greater than 12 contribute to your character's Combat Adds. When increasing these attributes (above 12), your Combat Adds will also increase accordingly.

Example: Dirk the Dirty's Combat Adds are currently at 13. He has spent some of his APs to increase his STR from a 10 to an 11. Since his STR is still 12 or less, this does not increase his Combat Adds. If instead he increased his LK from a 15 to a 16, his Combat Adds would increase to a new value of 14.

Languages

One final item to mention is languages that your character can speak, read, and understand. The rulebook stipulates that any character with an INT of 12 or less is only able to have a functional understanding of either their native kindred language or a common language.

Example: A dwarf from a dwarf settlement would automatically be considered fluent in the dwarf language. However, if a dwarf was raised in and lives in a human or multi-racial settlement or city, a common tongue would be more appropriate for that character to have knowledge of.

Gaining additional languages is based on how many points of INT the character has. For each point of INT beyond 12, you can add another language, but this is more of a recommendation and something that should be catered or adjusted by the GM based on the campaign.

Deluxe Tunnels & Trolls has been released (July 2015) and languages are handled slightly differently. The dT&T rules takes things a bit further requiring saving rolls of differing difficulties based on the language that is being learned and the level of knowledge of the language (between simply speaking it and actually being able to write it). The threshold to be able to attempt to learn new languages has been increased to every 3 INT points above 12.



For most solo adventures, you may never need to worry about languages; there may just be no need to deal with the added complexity for something that is bit easier to handle in a standard GM moderated game. Be sure to read the introduction and any special rules in the instructions for the solo adventure to see if languages are even mentioned. If it should come up in one and such a rule is not specifically identified, go with what you think your character would have based on the background you have envisioned.

Credits

Thanks to Ken St. Andre and Rick Loomis for creating, publishing, and supporting Tunnels & Trolls and allowing permission to publish volumes like this.

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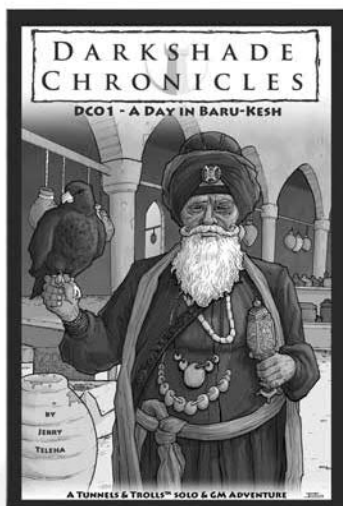
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