

DELUXE
TUNNELS & TROLLS™

ARENA OF KHAZAN APPENDIX OF GLADIATORS & FIGHTERS

A COLLECTION OF PRE-ROLLED CHARACTERS
FOR USE IN ANY CAMPAIGN



EDITED AND ILLUSTRATED BY
DAVID A. ULLERY

Can't Have One Without the Other

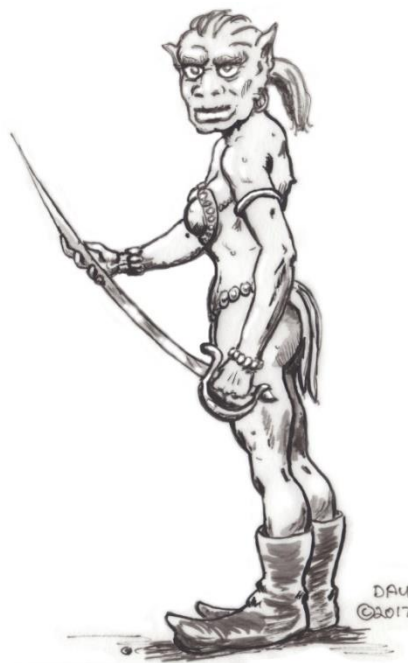


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UNNELS & T^{ROLLS}TM**
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& FIGHTERS

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TROLLHALLA PRESS

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Ken St. Andre, Dan Lambert, Tom Pugh, Richard Burley, David A. Ullery. Also, thank you to those who submitted partial character write ups that were not included in this Appendix.



Introduction

The Trollgod had a vision...a vision of fighters and gladiators who were the professional participants in the Arena of Khazan. He wanted to know who they were, where they came from, and what they were all about. So, the Trollgod put quill to parchment and sent out a missive from the bowels of Troll World to the barracks of the Arena and took a census. That way citizens of Troll World and Khazan could pick and choose who they fought, or who they wanted pitted against other combatants. If the price was right they would send certain specific fighters into the arena to “take care of” prisoners or others who had fallen into disfavor. Or, conversely, they could fix a fight so that a prisoner’s chances of victory would be better assured by pitting a weaker opponent against someone whom a wealthy benefactor wanted to live, or be released through victory.

Regardless of the reasons or usage, what you hold in your greedy little mitts is a compilation of some of the more legendary fighters in the Arena of Khazan. Peruse through and let your appetite be whetted. Then choose an opponent or two and, as they say, “Let the Games Begin!!”

Here is the entire letter in the Trollgod’s own words and script:

“It occurred to me while revising the Arena of Khazan for Deluxe that I could save my players a lot of time by creating an appendix full of arena fighting characters ready to go. Instead of rolling up dwarves and ogres and uruks, you could simply look in this appendix and find the stats for the character you have to fight instead of taking the time to make one up. Being lazy, I asked the members of Trollhalla on...to make up some characters for me, and because my Trollhalla Elite are generous and great-spirited, some of them came forward to help me with this project. But because they are creative and wacky, I got more than I asked for, and they offered me all these characters you’re about to see, complete with names, histories, special abilities, and all those things I didn’t really need. And that changes everything, of course.

I am not going to rewrite the Arena to factor in all the special abilities of these characters. What you can do is use these characters as your own fighters in the arena, or use them as adversaries, but ignore all the special cool stuff their creators thought of for them to do. When they are arena fighters you can use their stats as given in the appendix instead of using the standard stats given in the solo, but they will still fight as described in the solo.”-----From the Desk of The Trollgod

Editors Note: Feel Free to copy or duplicate any Character sheet for easier usage in your table top run through the arena.

BIRDMAN

Name: J'n'carr

Kindred: Bird-man

Level 2 Warrior

STR – 16

WIZ – 10

INT – 14

LK – 12

CON – 16

DEX – 21

CHR – 12

SPD – 17

Combat Adds: 18

WEAPONS:

Scimitar 5d6

SAX 3d6+4

Short Spear 5d6---*this is a unique spear that has an exceptionally sharp point and a special shaft which is often employed in a pouncing strike accompanying a flying maneuver. If J'n'carr can make a SR vs DEX with this attack, the spear will do double damage.*

ARMOR: Leather 6 hits

COMBAT STYLE AND TACTICS: J'n'carr usually flies into the arena and attempts to skewer his opponent with his special spear that adds his momentum to the spear damage. He will attempt that several times. If those attempts should fail, or if his wings are injured, he will switch to dual wielding his scimitar and dagger to engage his opponent in hand-to-hand combat.



Bird-Man abilities:

FLIGHT: He can fly at twice his Speed, although J has wings, his wings are not the source of his flight. His flying ability is magical in nature, so his wings serve mostly to direct his flight, or to glide to conserve energy. Therefore, if his wings were damaged he could potentially fly, but just not very far, and not with clear direction.

VISION: "far sight" as a result of his telescopic vision, J can add 1d6 to sight or vision related SRs.

About J'n'carr: At 6'2" and 100 pounds (his lower weight is due to his bird-like hollow bones) J'n'carr (who goes simply by "J" because people have difficulty pronouncing his name) is a 24 year old male with short, reddish-gold, swept forward hair; yellow telescopic eyes; high cheek bones; an aquiline nose; and angular facial features. He is long limbed, lithe yet muscular. He has large bird like wings on his back that are also reddish gold like his hair. He wears only light armor that is fitted for his wings.

J'n'carr is very stoic and taciturn, and, consequently, he is rather grim and serious. He is a fierce fighter, but loyal to allies.

Why J left his home country, no one seems to know...and J is not telling. His customs indicate a bird-like culture and upbringing. He does have a bushido like code of ethics that he follows, and he values honor above all things. Now, he works as a gladiator, but J is not afraid of death, and if he ever does receive a mortal wound he might be heard to say "at last..." and then breathe out his final breath.

Language: Common (spoken with a distinct accent, but his speech is clear). His native Bird-Man language is best described as screechy and largely indiscernible to the majority of those who hear it.

DELUXE TUNNELS & TROLLS CHARACTER SHEET

NAME: J'N'CARR or "J"

KINDRED: BIRD-MAN LEVEL: 2

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 6' 2" WEIGHT: 100

AGE: 24 HAIR: Strawberry Blonde MONEY:



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

SCIMITAR 5D6.

SAX 3D6+4

SHORT SPEAR 5D6

If pouncing while flying
his spear will do double
damage if he makes an
SR vs DEX.

Flying Ability is Magical
wings are mostly to glide and steer.
but they are not source of flight, so
he could fly if wings damaged or missing.

Far Sight (telescopic vision)
Can add +1d6 to SR's having to do
with sight or vision.

ARMOR:

LEATHER 6 HITS

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

16 STR Strength*

16 CON Constitution

21 DEX Dexterity*

17 SPD Speed*

AT FULL HEALTH Mental CURRENT STATUS

12 LK Luck*

14 IQ Intelligence

10 WIZ Wizardry

12 CHA Charisma

PERSONAL / COMBAT ADDS:

+ 18

*Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.

WT. POSSIBLE: WT. CARRIED:

EQUIPMENT:

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List additional items & spells on the back.



CENTAUR

Name: Trelle

Kindred: Centaur

Level 3 Warrior

STR – 39

WIZ – 15

INT – 10

LK – 13

CON – 30

DEX – 14

CHR – 16

SPD – 16

Combat Adds: 34

WEAPONS:

Lance 8d6

Long Sword 7d6

ARMOR:

Steel cap 1 hit

Target Shield 4 hits



Trelle is a 28 year old, loud and boastful, male centaur who, from head to hoof, is 7'3" tall and approximately 800 pounds. The hair and thick beard on his head is chestnut brown as is his lower horse portion's coat. He has amber colored eyes, and angers easily. Trelle was sentenced to combat by the Khazan authorities after his involvement in a drunken brawl (that he may or may not have started).

Languages: Common and Centaur

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: TRELLEN

KINDRED: CENTAUR LEVEL: 3

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 7' 3" WEIGHT: 800

AGE: 28 HAIR: CHESTNUT BROWN MONEY:



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

LANCE 8D6

LONG SWORD 7D6

ARMOR:

STEEL CAP 1 HITS

TARGET SHIELD 4 HITS

SPELLS/MAGIC ITEMS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

39

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

13

LK

Luck*

30

CON

Constitution

10

IQ

Intelligence

14

DEX

Dexterity*

15

WIZ

Wizardry

16

SPD

Speed*

16

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ 34

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: WT. CARRIED:

EQUIPMENT:

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List additional items & spells on the back.

DWARVES

Name: Klarrissa Buengunsdotter

Kindred: Dwarf

Level 3 Warrior

STR - 26

CON - 30

DEX - 17

SPD - 13

INT - 14

CHR - 3

LK -22

WIZ - 22

Combat Adds: 30

WEAPONS:

Dwarven Axe 6d6

ARMOUR:

Open-faced Helm 3 hits

Shield 4 hits



About Klarrissa: Legend has it that Klarrissa was born at the very face of the iron mine where her mother worked. After giving birth her mother slung Klarrissa onto her back in a leather harness and resumed mining.

At 3' 8" and a svelte 120 pounds, Klarrissa was 52 before she saw daylight, but didn't like it much. Iron mining ran in her blood and she had no desire to do anything else. But then the mine was attacked by a tribe of mountain uruks, and, along with most of her clan, Klarrissa was taken into slavery. But being too ugly for any harem she was eventually sold to the Arena.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: KLARRISSA BUENGUNSDOTTER

KINDRED: DWARF LEVEL: 3

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 3' 8" WEIGHT: 120

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH *Physical* CURRENT STATUS

26 **STR**
Strength*

30 **CON**
Constitution

17 **DEX**
Dexterity*

13 **SPD**
Speed*

AT FULL HEALTH *Mental* CURRENT STATUS

22 **LK**
Luck*

14 **IQ**
Intelligence

22 **WIZ**
Wizardry

3 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **30**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

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Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

DWARVEN AXE 6D6

ARMOR:

OPEN FACED HELMET AND SHEILD 7 HITS

SPELLS/MAGIC ITEMS:

List additional items & spells on the back.

Name: Demelza Strongarm

Kindred: Dwarf

Level 3 Warrior

STR - 22

CON - 30

DEX - 10

SPD - 6

INT - 17

CHR - 12

LK - 10

WIZ - 7

Combat Adds: 10

WEAPONS:

Short Sword 3d6

ARMOR:

Spiked Shield 2d6 (2 hits)

Chainmail Hauberk (5 hits)



About Demelza: This 3'5", 80 pound beauty was the daughter of a pig slaughterer from far off Riddla-baad. But, fed up with a life knee deep in the blood and guts of pigs Demelza travelled to the fabled Khazan. There she became an Arena fighter, where she is still often knee deep in blood and guts. Even though you can take the girl out of the country, you can't take the country out of the girl, so, disillusioned with the big city Demelza is saving up for the cost of the journey back home. And, every night she dreams of proper pork scratchings.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: DEMELZA STRONGARM

KINDRED: DWARF LEVEL: 3

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 3' 5" WEIGHT: 80

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

22

STR
Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

10

LK
Luck*

30

CON
Constitution

17

IQ
Intelligence

10

DEX
Dexterity*

7

WIZ
Wizardry

6

SPD
Speed*

12

CHA
Charisma

PERSONAL / COMBAT ADDS:

+ **10**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

SHORT SWORD 3D6

ARMOR:

SPIKED SHIELD 2 HITS

CHAINMAIL HAUBREK 5 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

ELF

Name: Lafth Laraah

Kindred: Elf

Level 3 Wizard

STR - 8

CON - 8

DEX - 17

SPD - 16

INT - 15

CHR - 36

LK - 15

WIZ - 37

H:6'1 W:160lbs

Personal Adds: 11



WEAPONS: Witch Hazel Staff 2d6+2

About Lafth Laraah: This tall and shapely wood elf (also known as a sylvan elf) comes from a clan that roamed the forest of Shankinar. Lafth Laraah is not only acclaimed as beautiful by her own kind, but universally so by humans, elves, hobbs, and even dwarfs (though they would never admit it to their wives). She is what is called a dream-seer and has amazing powers of divination.

No one knows why she decided to become an Arena Fighter but it seems she is waiting for something, or someone. When asked about it she usually answers with a mystical, nonspecific comment about the tapestry of life being unbelievably complex, but that she believes an important thread will be woven into the Arena's history very soon.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: LAFTH LARAAH

KINDRED: ELF LEVEL: 3

CHARACTER TYPE: WIZARD

GENDER: F HEIGHT: 6' 1" WEIGHT: 160

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH *Physical* CURRENT STATUS

8 **STR**
Strength*

8 **CON**
Constitution

17 **DEX**
Dexterity*

16 **SPD**
Speed*

AT FULL HEALTH *Mental* CURRENT STATUS

15 **LK**
Luck*

15 **IQ**
Intelligence

37 **WIZ**
Wizardry

36 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **11**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

WITCH HAZEL STAFF 2D6+2

ARMOR:

SPELLS/MAGIC ITEMS:

Level 3 spells
Divination

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List additional items & spells on the back.

GIANTS

Name: Cunobelinus

Kindred: Giant

Level 8 Warrior

STR - 70

CON - 75

DEX - 8

SPD - 11

INT - 8

CHR - 32

LK - 7

WIZ - 14

Personal Adds: 58

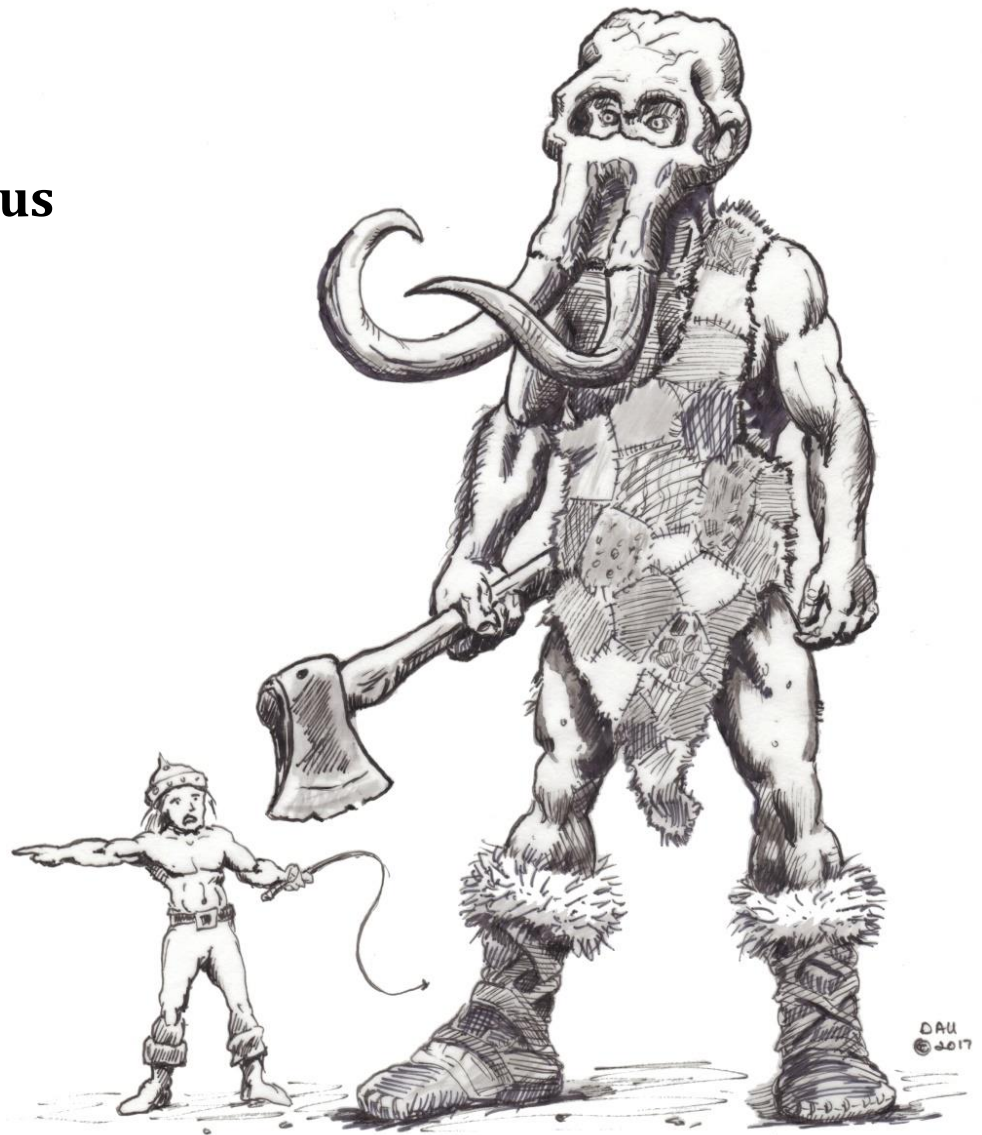
WEAPONS:

Gigantic Woodman's Axe 10d6+5

ARMOR:

Leather Hide 2 hits

Mammoth Skull 2 hits



About Cunobelinus: His tale is a sad one. At a massive 30' 10" and 4,100 pounds he appears rather fierce and formidable. But he is rather a timid soul due to his years in slavery. Cunobelinus hails from the frozen north where he was captured and sold into slavery as a child. He spent the first few decades of his life shackled hand, foot and neck dragging felled trees from a forest. When his owner died Cunobelinus was sold to the Arena of Khazan, but he is not used to large crowds.

He prefers to wear the furs and simple clothes of his homeland. In an attempt to make him look more savage, someone has strapped a mammoth skull to his head, but this just makes him feel ridiculous, and it keeps sliding down over his eyes.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: CUNOBELINUS

KINDRED: GIANT LEVEL: 8

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 30' 10" WEIGHT: 4100

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH	Physical	CURRENT STATUS	AT FULL HEALTH	Mental	CURRENT STATUS
70	STR Strength*		7	LK Luck*	
75	CON Constitution		8	IQ Intelligence	
8	DEX Dexterity*		14	WIZ Wizardry	
11	SPD Speed*		32	CHA Charisma	

PERSONAL / COMBAT ADDS: + 58

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: MAMMOTH SKULL FOR HELMET
ANIMAL SKIN CLOTHES



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

GIGANTIC WOODSMAN'S AXE 10D6+5

ARMOR:

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Margot

Kindred: Giant

Level 7 Warrior

STR - 70

CON - 70

DEX - 8

SPD - 11

INT - 7

CHR - 30

LK - 7

WIZ - 17

Personal Adds: 58

WEAPONS:

"Witch Smasher" the **Massive Bludgeon** 10d6



About Margot: For most of her life Margot (28' 11" tall and 6,000 lbs) led a peaceful existence in the mountains. She never married but had a child---her beloved baby boy, Esteban. The two of them kept to themselves, hunting wild goats and foraging the many herbs and plants that grew in their mountain retreat. Then one day a group of treasure seeking humans invaded their home. Margot fled but Esteban was slain in cold blood---cut down by a lightning bolt cast by a magic user in the group.

Ever since then Margot has held a deep hatred for adventurers, and magic users in particular. In a bout of vengeful anguish she stormed a small town and wiped out its entire Wizard's Guild. Then began her campaign north, killing any wizards she could find in revenge for her poor, fallen baby, Esteban.

Eventually it became clear that if she didn't want to end up dead herself she would have to be a bit savvier about her witch hunting. And so she became a fighter in the Arena, where she could not only kill wizards legally, but also got paid for it.

DELUXE TUNNELS & TROLLS CHARACTER SHEET

NAME: MARGOT

KINDRED: GIANT LEVEL: 7

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 28' 11" WEIGHT: 6000

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

70

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

7

LK

Luck*

70

CON

Constitution

7

IQ

Intelligence

8

DEX

Dexterity*

17

WIZ

Wizardry

11

SPD

Speed*

30

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ 58

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

"WITCH SMASHER"
THE MASSIVE BLUDGEON 10D6

ARMOR:

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Kajempe

Kindred: Giant

Warrior

STR – 65,

WIZ – 15,

INT – 5,

LK – 7,

CON – 45,

DEX – 6,

CHR – 10,

SPD – 9.

Combat Adds: 58

WEAPONS:

Tree Trunk Club 20d6

ARMOR: Animal Skins 10 hits

Magic Abilities:

K'jempe is immune to any cold based attacks (including spells).

Conversely, he takes 2x damage from heat based attacks (including spells)

About Kajempe: His name is Norwegian for “giant”. He is 34 years old, 24’4” tall, weighs 4,250 pounds, has long white hair and beard, dark blue skin, but has opaque white eyes with no discernable pupils.

One night Kajempe awoke from a drunken stupor tied down on a large slaver wagon that was being hauled to the arena in Khazan. He is not very smart, and is surly and violent most of the time. But, that could be due to the fact that little people keep him in a cage and prod him with sharp sticks much of the time. He enters the arena in a rage and does his best to swat his opponent into the stratosphere with his tree trunk club.



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: KAJEMPE

KINDRED: GIANT LEVEL: _____

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 24' 4" WEIGHT: 4,250

AGE: 34 HAIR: WHITE MONEY: _____

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

65

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

7

LK

Luck*

45

CON

Constitution

5

IQ

Intelligence

6

DEX

Dexterity*

15

WIZ

Wizardry

9

SPD

Speed*

10

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ 58

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

CLUB (tree trunk) 20D6

ARMOR:

ANIMAL SKINS 10 HITS

SPELLS/MAGIC ITEMS:

IMMUNE TO ANY COLD BASED
ATTACKS (INCLUDING SPELLS).

BUT 2X DAMAGE FROM HEAT

BASED ATTACKS (INCLUDING SPELLS)

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List additional items & spells on the back.

GREMLINS

Name: Erva

Kindred: Gremlin

Level 2 Warrior

STR - 6

CON - 4

DEX - 9

SPD - 12

INT - 21

CHR - 6

LK - 24

WIZ - 15

Personal Adds: 12

WEAPONS:

Poison* coated **Skinning Knife** 2d6+3

**The poison is extracted from the Common Kurtish Toad. Any point of damage she deals in the first three rounds becomes 1d6 points, to a maximum of 5d6---including spite damage.*

ARMOR: Mail Coif and Hauberk (8 hits)

About Erva: The lovely Erva is considered dainty by Gremlin standards at 1'8" and 40lbs, and it is said that her warts are a thing to behold. She is the daughter of a Gremlin chief, and consequently she was forced into an arranged marriage, but left her home on the Sinnorian Mudflats after meeting her future husband, the hideously ugly Klemma. As they say all roads lead to Khazan and before long Erva found herself penniless and begging around the *Drunkard's Stumble*. She became a fighter in the Arena with the hopes of earning enough to become an independent lady. Recently she has been stepping out with Leaifa.

Unable to afford anything else she fights with the skinning and gutting knife she stole before she left home. Her armor is ill-fitting and was looted from a goblin corpse that she found in the *Dragonfire Mountains*. It still smells of dead goblin.



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: ERVA

KINDRED: GREMLIN

LEVEL: 2

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 1'8" WEIGHT: 40

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

6

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

24

LK

Luck*

4

CON

Constitution

21

IQ

Intelligence

9

DEX

Dexterity*

15

WIZ

Wizardry

12

SPD

Speed*

6

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **12**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

POISONED SKINNING KNIFE 2D6 + 3

*Any damage in the first three rounds
is 1d6 points, to a max of 5d6
(includes spite damage).*

ARMOR:

MAIL COIF AND HAUBERK 8 HITS

SPELLS/MAGIC ITEMS:

Permission to copy this page is granted by Flying Buffalo Inc.

List additional items & spells on the back.

Name: Leaifa

Kindred: Gremlin

Level 2 Rogue

STR - 7

CON - 7

DEX - 14

SPD - 15

INT - 22

CHR - 7

LK - 21

WIZ - 21

Personal Adds: 14

WEAPONS:

Fishing Trident 3d6

ARMOR: Buckler 3 hits

H:2'0" W:55lbs



About Leaifa: Considered skinny for even a gremlin, but at 2-foot-nothing and 55lbs he looks taller than he really is. A son of the Great Sump, Leaifa came to Khazan looking for adventure, and like many of his kind he is a better fighter than his size would suggest. After a few impressive tavern brawls he was signed up by a talent scout for the Arena, and now earns a comfortable living---comfortable by Gremlin standards anyway. He has fallen for the charms of his fellow combatant, Erva, and occasionally the two of them will partner up in the Arena as well as outside the Arena.

Leaifa chose a trident as a weapon because he thinks it gives him a piratical air, and he knows it is 'Better to be Lucky than Good'.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: LEAIFA

KINDRED: GREMLIN LEVEL: 1

CHARACTER TYPE: ROGUE

GENDER: M HEIGHT: 2' WEIGHT: 55

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

7 **STR**
Strength*

7 **CON**
Constitution

14 **DEX**
Dexterity*

15 **SPD**
Speed*

AT FULL HEALTH Mental CURRENT STATUS

21 **LK**
Luck*

22 **IQ**
Intelligence

21 **WIZ**
Wizardry

7 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **14**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

FISHING TRIDENT 3D6

ARMOR:

BUCKLER 3 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Verba

Kindred: Gremlin

Level 1 Warrior

STR - 7

CON - 6

DEX - 16

SPD - 17

INT - 12

CHR -14

LK -15

WIZ -19

Personal Adds: 12

WEAPONS:

Small Sabre 3d6-1



About Verba: Verba was once the leader of the infamous *Scarlet Machete* gang of highway robbers, which mostly comprised of goblins and gremlins. The *Scarlet Machete* were feared from Khazan to Khosht and from Gotgo to Stormgaard. For many years they held up merchant caravans, coaches and clergy---you know, the usual.

Eventually, though, they were caught, and during her trial the dashing, 2'3" and 85lbs Verba captured the collective imagination of the populous of Khazan. And, knowing a good thing when they saw one, the courts sentenced her to fight in the Arena. So far it has been a good choice.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: VERBA

KINDRED: GREMLIN LEVEL: 1

CHARACTER TYPE: ROGUE

GENDER: F HEIGHT: 2' 3" WEIGHT: 85

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

7

STR

Strength*

15

LK

Luck*

6

CON

Constitution

12

IQ

Intelligence

16

DEX

Dexterity*

19

WIZ

Wizardry

17

SPD

Speed*

14

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **12**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

SMALL SABRE 3D6-1

ARMOR:

SPELLS/MAGIC ITEMS:

Permission to copy this page is granted by Flying Buffalo Inc.

List additional items & spells on the back.

HOBBS

Name: Erasmus Honeyfoot

Kindred: Hobbs

Level 2 Warrior

STR - 6

CON - 20

DEX - 21

SPD - 12

INT - 10

CHR - 6

LK - 22

WIZ -22

Personal Adds: +19

WEAPONS:

Hobb Sword – 3d6-2

ARMOR: Open faced helmet (2 hits)



About Erasmus: Feeling unloved in his village of Humblecote the 2'7" and 90lbs Erasmus left for Khazan looking for a place to fit in. Unfortunately, this poor Hobb lacks a lot of the bucolic charm common to his kind. Instead he is the type of person that most people, although they can't put their finger on why, get really irritated by. Maybe it is his annoyingly nasal voice, maybe his ability to disappear when it is his round, or maybe it is just his face, which really only a mother could love. Speaking of which it is also the sort of face you just want to smack. So, it was only a matter of time before he put this to professional use in the Arena.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: ERASMUS HONEYFOOT

KINDRED: HOBBS LEVEL: 1

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 2' 7" WEIGHT: 90

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

6 **STR**
Strength*

20 **CON**
Constitution

21 **DEX**
Dexterity*

12 **SPD**
Speed*

AT FULL HEALTH Mental CURRENT STATUS

22 **LK**
Luck*

10 **IQ**
Intelligence

22 **WIZ**
Wizardry

6 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **19**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

HOBBS SWORD 3D6-2

ARMOR:

OPEN FACED HELMET 2 HITS

SPELLS/MAGIC ITEMS:

Permission to copy this page is granted by Flying Buffalo Inc.

List additional items & spells on the back.

Name: Rosa Gladrags

Kindred: Hobb

Level 4 Warrior

STR - 4

CON - 14

DEX - 12

SPD - 15

INT - 13

CHR - 11

LK - 46

WIZ - 9

Personal Adds: 37

WEAPONS:

Dagger 2d6+2

Dagger 2d6

ARMOR: Tin Hat 2 hits



About Rosa Gladrags: The 2'8" and 150lbs Rosa is known as the "Filbert Street Poisoner." Everyone thought she was just a kindly old hobb, albeit Fat, but kindly. But there were an awful lot of illnesses at her Tavern, *The Cider Apple*. And then the illnesses became deaths. When the families came to claim their dead there were usually possessions missing. Eventually the guard put two and two together and Rosa was taken to the clink. Unsure what to do with her, because surely no one was interested in seeing a fat old hobbit in a silly tin hat fighting for her life? Right? Actually---yes, surprisingly, they were, and so Rosa became a fighter.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: ROSA GLADRAGS

KINDRED: HOBBS LEVEL: 4

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 2' 8" WEIGHT: 150

AGE: _____ HAIR: _____ MONEY: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

4

STR

Strength*

46

LK

Luck*

14

CON

Constitution

13

IQ

Intelligence

12

DEX

Dexterity*

9

WIZ

Wizardry

15

SPD

Speed*

11

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **37**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

SPELLS/MAGIC ITEMS:

WEAPONS:

DAGGER 2D6+2

DAGGER 2D6

ARMOR:

TIN HAT 2 HITS

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List additional items & spells on the back.

HROGRS

Name: Germain of Iskatar

Kindred: Hrogr

Level 6 Warrior

STR - 42

CON - 60

DEX - 10

SPD - 15

INT - 8

CHR - 16

LK - 8

WIZ - 10

Personal Adds: 33

WEAPONS:

Truly Massive **Spear** 10d6

ARMOR: Leathers and Furs 3 hits

About Germain: She rose to prominence in the small town of Shepzebar, where she was a champion pit fighter 3 years running. After the third year it was voted unanimously by the other competitors that she should retire, much to her displeasure. But, since fighting was all she knew she travelled to Khazan and became what we shall call “a big fish in a really big pond.” Speaking of which she is an impressive 8'9” and 480lbs.



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: GERMAIN OF ISKATAR

KINDRED: HROGR LEVEL: 6

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 8' 9" WEIGHT: 480

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH	Physical	CURRENT STATUS	AT FULL HEALTH	Mental	CURRENT STATUS
42	STR Strength*		8	LK Luck*	
60	CON Constitution		8	IQ Intelligence	
10	DEX Dexterity*		10	WIZ Wizardry	
15	SPD Speed*		16	CHA Charisma	

PERSONAL / COMBAT ADDS:

+ **33**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:
TRULY MASSIVE SPEAR 5D6

ARMOR:
LEATHERS AND FURS 3 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Baback the Black

Kindred: Hrogr

Level 2 Warrior

STR - 36

CON - 28

DEX - 8

SPD - 16

INT - 4

CHR - 25

LK - 12

WIZ - 8

Personal Adds: 28

WEAPONS:

Heavy Mattock 5d6+3

ARMOR: Spiky Shield 3d6



About Baback: Attired entirely in black, from his turban to his loose shalvar (do you how hard it is to find a shalvar to fit an 8'0" and 540lbs hrogr?), Babak tries to cultivate the image of a heartless killer. In fact nothing could be further from the truth. While in the arena he is indeed a warrior of some prowess, but all his earnings he sends back to Kalliss-Morr where he funds a home for orphaned hrogrs.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: BABACK, THE BLACK

KINDRED: HROGR LEVEL: 2

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 8' WEIGHT: 540

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

36

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

12

LK

Luck*

28

CON

Constitution

4

IQ

Intelligence

8

DEX

Dexterity*

8

WIZ

Wizardry

16

SPD

Speed*

25

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **28**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

HEAVY MATTOCK 5D6+3

SPIKEY SHEILD 3D6 3 HITS

ARMOR:

SPELLS/MAGIC ITEMS:

Permission to copy this page is granted by Flying Buffalo Inc.

List additional items & spells on the back.

HUMANS

Name: Princess Elise

Kindred: Human

Level 3 Warrior

STR - 31

CON - 10

DEX - 11

SPD - 7

INT - 14

CHR - 13

LK - 14

WIZ - 14

Personal Adds: 21

WEAPONS:

Giant and very **Spikey Mace** 7d6



About Princess Elise: First off---she is not really a princess. She was found in the wildlands, having been brought up by giants---or so the story goes. In reality 'Princess Elise' was born Margaret Dunthorpe, to a middle class merchant family in Khazan who was fond of adventure stories as a child. Much to her mother's dismay, after spending most of her dowry in a gymnasium, she re-invented herself and launched her career as an Arena fighter.

Clad only in a tiger skin tunic that is both impractically tight and ridiculously short, the 5' 7" and 120lbs Elise is a crowd favorite.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: PRINCESS ELISE

KINDRED: HUMAN LEVEL: 3

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 5' 7" WEIGHT: 120

AGE: _____ HAIR: _____ MONEY: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

GIANT & VERY SPIKEY MACE 7D6

ARMOR:

SPELLS/MAGIC ITEMS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

31

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

14

LK

Luck*

10

CON

Constitution

14

IQ

Intelligence

11

DEX

Dexterity*

14

WIZ

Wizardry

7

SPD

Speed*

13

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **21**

*Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

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List additional items & spells on the back.

NAME: John 'I'm Not A Dwarf' Glibstein

Kindred: Human

Level 1 Warrior

STR - 12

CON - 14

DEX - 16

SPD - 11

INT - 12

CHR - 16

LK - 15

WIZ - 12

Personal Adds: 7

WEAPONS:

Sword 4d6

ARMOR:

Shield 4 hits

Mail Coif 2 hits



About John: John used to have a large, bushy, ginger beard of which he was very proud. In the end though he had to shave it off, because it was inconceivable to the general population that he wasn't actually a dwarf. Because, at 4'4" and only 70lbs, and sporting a beard---of course he must be a dwarf. Consequently he was often asked, "Are you sure your mother didn't know any dwarfs?"

Unfortunately, due to this discrimination the Arena was the only place John could find work. Because, when he interviewed for other jobs he was told 'sorry, we don't employ dwarfs.' He did have a job for a short time in a dwarf brewery, but got sacked because he couldn't read dwarfish, and mixed up the brewer's grains with the rat poison.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: JOHN "I'M NOT A DWARF" GLIBSTEIN

KINDRED: HUMAN LEVEL: 1

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 4' 4" WEIGHT: 70

AGE: HAIR: GINGER MONEY:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

12

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

15

LK

Luck*

14

CON

Constitution

12

IQ

Intelligence

16

DEX

Dexterity*

12

WIZ

Wizardry

11

SPD

Speed*

16

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **7**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: WT. CARRIED:

EQUIPMENT:



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

SWORD 4D6

ARMOR:

SHIELD 4 HITS

MAIL COIF 2 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Esmerelda, the Green

Kindred: Human

Level 2 Wizard

STR - 12

CON - 12

DEX - 13

SPD - 16

INT - 12

CHR - 24

LK - 17

WIZ - 25

Personal Adds: 4

WEAPONS:

Copper Staff 2d6 +2



About Esmerelda: She has been a wizard at the arena for 15 years now. Most of that time, though, she fought under the name Grunhild, the Ordinary, and at 4'7" and only 70lbs she was forgettable. Esmerelda was a competent, but uninspiring wizard, who was usually brought on early in the day when the crowds were still more concerned with alcohol consumption and fatty snacks.

However, two years ago the Arena announced that they were importing a new wizard from far off Zrellos by the name of Esmerelda, the Green. This generated much excitement among the crowds, but, unfortunately, the real Esmerelda drowned in a ship wreck on the way over. So, not wanting to disappoint or, more to the point, lose sales, the Arena struck a deal with Grunhild. Using some very powerful magicks they changed her into a dark and sultry temptress and bought her a new green frock---and Esmerelda, the Green was born.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: ESMERELDA, THE GREEN

KINDRED: HUMAN LEVEL: 2

CHARACTER TYPE: WIZARD

GENDER: F HEIGHT: 4' 7" WEIGHT: 70

AGE: HAIR: RAVEN MONEY:

PRIME ATTRIBUTES:

AT FULL HEALTH *Physical* CURRENT STATUS

12 **STR**
Strength*

12 **CON**
Constitution

13 **DEX**
Dexterity*

16 **SPD**
Speed*

AT FULL HEALTH *Mental* CURRENT STATUS

17 **LK**
Luck*

12 **IQ**
Intelligence

25 **WIZ**
Wizardry

24 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **4**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: WT. CARRIED:

EQUIPMENT:



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

COPPER STAFF 2D6+2

ARMOR:

SPELLS/MAGIC ITEMS:

Permission to copy this page is granted by Flying Buffalo Inc.

List additional items & spells on the back.

MANTICORE

Name: Fergus

Kindred: Manticore

Level 3 Scholar

STR – 44

WIZ – 14

INT – 18

LK – 8

CON – 70

DEX – 12

CHR – 10

SPD – 16

Combat Adds: 34

WEAPONS:

Claws 6d6

Scorpion-like **Stinger** 4d6---acts like scorpion venom (page 55 of the DT&T rule book) which reduces DEX by $\frac{1}{2}$ (rounded down).

ARMOR: Thick Hide 5 hits

About Fergus: This 42 year old is the size of a horse, but being a manticore he has the face of a man, the body of a lion, and a scorpion-like stinger-tail. His fur is dark brown, and he has thick eyebrows over yellow eyes, and of course fangs and claws. Despite appearances, however, Fergus is a pretty nice guy. He loves to read books more than anything in the world, and he also loves philosophical conversations.

Fergus was captured by a large contingent of mercenaries, several of whom died in the attempt, and was sold to the arena. He hates fighting, but, when placed in the arena, he will allow his bestial instincts to take over and do what comes naturally.



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

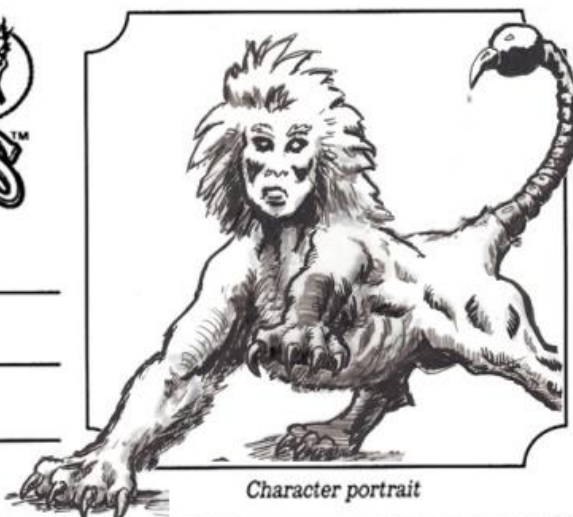
NAME: FERGUS

KINDRED: MANTICORE LEVEL: 3

CHARACTER TYPE: SCHOLAR

GENDER: M HEIGHT: _____ WEIGHT: _____

AGE: 42 HAIR: _____ MONEY: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

44

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

8

LK

Luck*

70

CON

Constitution

18

IQ

Intelligence

12

DEX

Dexterity*

14

WIZ

Wizardry

16

SPD

Speed*

10

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ 34

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

WEAPONS:

CLAWS 6D6

STINGER with VENOM 4D6

Stinger acts like scorpion venom
which reduces DEX by half

(see page 55 in DT&T rule book)

ARMOR:

HIS THICK HIDE 5 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

MERMAN

Name: Kreephor

Kindred: Merman

Level 2 Warrior

STR – 14

WIZ – 8

INT – 14

LK – 12

CON – 12

DEX – 23

CHR – 17

SPD – 15

Combat Adds: 16

WEAPONS:

Trident 5d6

Battle Net 0D---*target must make a Level 1 SR vs DEX or be entangled and unable to act for at least 1 combat round. Next combat round (and every round thereafter) the target may make a level 1 SR vs. STR to free herself.*

Siren call, yes, even the males have this ability, but it affects all female humans and humanoids in range of hearing, and who must make a Level 2 SR vs. INT against this attack, or they will be completely enamored and unable to attack him as well as unable to defend themselves. An SR each round is allowed to attempt to shake off the effects of this attack. Merfolk are allowed to use this attack in melee combat as well.



Other Important Merfolk Information: They must be submerged or immersed in water at least once an hour or suffer 1d6 CON for each 10 minutes without water immersion.

They are, of course, **expert swimmers**. Kreephor moves at twice his normal SPD in the water, and all SRs made in the water are done at +1d6 if they are DEX or STR related.

Combat tactics: The arena keepers will douse Kreefor with a copious amount of water before he enters the arena. Of course he would be better suited to a mock naval battle scenario, or just one where the Arena is filled with water.

If Kreefor opposes any females, he will begin combat by singing. Once she is enthralled, he will close to melee range and then attempt to entangle his opponent in his net. After that he will say to them in the common tongue, "I'm sorry that it must be this way". He will then skewer them with his trident.

Also, if the scenario involves water, Kreefor may use the net to drown his opponent.

About Kreefor: He is 5,8" and 140lbs and 26 years old. His skin has scales and a light blue tint, his bluish hair is thick and long and usually braided. His eyes are a sky blue. Also, his feet and toes are webbed, but they have no negative affect on any fine motor skills on land.

He came to be in the Arena after being seriously wounded during a battle with a sea serpent. He was "rescued" by some human sailors who nursed him back to health but then sold him to the Khazan arena master. Kreefor, therefore, is sullen and overcome with depression, because he longs to return home to the sea. So, he fights fiercely in hopes that he might gain his freedom.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: KREEPHOR

KINDRED: MERMAN LEVEL: 2

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 5' 8" WEIGHT: 140

AGE: 26 HAIR: BLUE MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

14 **STR**
Strength*

12 **CON**
Constitution

23 **DEX**
Dexterity*

15 **SPD**
Speed*

AT FULL HEALTH Mental CURRENT STATUS

12 **LK**
Luck*

14 **IQ**
Intelligence

8 **WIZ**
Wizardry

17 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **16**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

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Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

TRIDENT 5D6

BATTLE NET OD, BUT...

target must make
L1 SR vs DEX or be
entangled and unable
to act for 1 combat round.
next round target must
make L1 SR vs STR
to get free, until free.

Siren Call against females

all within range of hearing must
make a L2 SR vs. IQ or be unable to
attack him or defend self. An SR
each round is needed to shake off
affects.

Must get himself immersed

in water once an hour or
suffer 1d6 on CON for
each 10 minutes out of
water past the hour.

List additional items & spells on the back.



TROLLS

Name: Crrragarrrrrr

Kindred: Jungle Troll

Level 4 Warrior

STR - 39

CON - 42

DEX - 12

SPD - 13

INT - 9

WIZ - 22

LCK - 6

CHR - 20

Combat Adds:28

WEAPONS:

14 foot Trollish Spear 10d6

5 Small Throwing Boulders 4d6

About Crrragarrrrrr: This impressive 12'4", 400lbs Jungle Troll originated in the Naga Lands. He was originally a crocodile who swallowed a fragment of a rock troll which transformed him into a vaguely reptilian flesh troll. On completing his full transformation he fled the Naga Lands due to the Nagas' fierce antipathy to trolls.

He wandered north for many months until he was set upon by a party of adventurers. Crrragarrrrrr's head was chopped off in the fight, and when he finally regenerated he found himself in a gladiator cell in the Arena of Khazan with no idea how he got there. He was relieved to find, however, that he retained his trusty spear and throwing rocks. He will throw as many of these bowling ball-sized rocks as he can before engaging in melee combat with his spear.



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: CRRRAGARRRRRR

KINDRED: JUNGLE TROLL LEVEL: 4

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 12' 4" WEIGHT: 400

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

39 **STR**
Strength*

42 **CON**
Constitution

12 **DEX**
Dexterity*

13 **SPD**
Speed*

AT FULL HEALTH Mental CURRENT STATUS

6 **LK**
Luck*

9 **IQ**
Intelligence

22 **WIZ**
Wizardry

20 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **28**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: POUCH TO CARRY ROCKS



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

14 FOOT TROLLISH SPEAR 10D6

5 SMALL BOULDERS 4D6

ARMOR:

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Grr-Nah-Ratarrrr

Kindred: Troll

Level 4 Warrior

STR - 32

CON - 27

DEX - 9

SPD - 14

INT - 8

CHR - 40

LK - 10

WIZ - 16

Personal Adds: 22

WEAPONS:

Massive **Serrated Sword** 7d6



About Grr-Nah: She came from a small River Troll community further up the Khazan river. Grr-Nah, like most of us, held dreams of being an artist---mud sculpting was her specialty, although she loved to work in all mediums. River Trolls don't go in much for art, so she moved to Khazan, where she felt that surely her gifts would be appreciated? Nope. She couldn't make a living as an artist there either. So at 12'4" and 880lbs she became an Arena fighter to pay the bills while she chased her sculpting dream.

Like most river trolls Grr-Nah is covered in what looks like algae, she has long green hair, or maybe that is just pond weed growing in it, it's hard to say really. She also has large watery eyes, and an unmistakable stench of fish.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: GRR-NAH-RATARRR

KINDRED: TROLL LEVEL: 4

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 12' 4" WEIGHT: 880

AGE: _____ HAIR: GREEN MONEY: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

MASSIVE SERRATED SWORD 7D6

ARMOR:

SPELLS/MAGIC ITEMS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

32

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

10

LK

Luck*

27

CON

Constitution

8

IQ

Intelligence

9

DEX

Dexterity*

16

WIZ

Wizardry

14

SPD

Speed*

40

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ **22**

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

Permission to copy this page is granted by Flying Buffalo Inc.

List additional items & spells on the back.

Name: Kaag-Kaccg-Griiilsch

Kindred: Mountain Troll

Level 4 Warrior

STR - 35

CON - 37

DEX - 11

SPD - 11

INT - 10

CHR - 48

LK - 9

WIZ - 34

Personal Adds: 23

WEAPONS:

Ruddy **Big Axe** 10d6

ARMOR: Rock Hide 6 hits



About Kaag-Kaccg: He is a from the Dragonfire Mountains, and was a member of a small tribe led by Ruarrgg-Prackaar, who claimed to be a prophet of the trollish gods. Ruarrgg-Prackaar said he had been told by the gods that if the tribe attacked Khazan then they would be victorious and within 10 years would have a continent wide empire. The tribe was destroyed in its first skirmish, just outside Khiltarr. The 11'4" and 600lbs Kaag-Kaccg was the only survivor and was sent to fight in the arena.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: KAAG-KACCG-GRILLSCH

KINDRED: TROLL LEVEL: 4

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 11' 4" WEIGHT: 600

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

35 **STR**
Strength*

37 **CON**
Constitution

11 **DEX**
Dexterity*

11 **SPD**
Speed*

AT FULL HEALTH Mental CURRENT STATUS

9 **LK**
Luck*

10 **IQ**
Intelligence

34 **WIZ**
Wizardry

48 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ 23

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

RUDY BIG AXE 10D6

ARMOR:

ROCK SKIN 6 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Talboom, the Inexorable

Kindred: Ogre-Troll (crossbreed)

Level 3 Warrior

STR - 31

CON - 38

DEX - 14

SPD - 21

LK - 13

IQ - 16

WIZ - 18

CHA - 17

Combat Adds: 31

WEAPONS:

Kobold made **Axe** 8d6

ARMOR: His own Hide 3 hits

About Talboom: He is 8' 9" tall and 53 years old (still pretty young for his "race"). And speaking of his Ma and Pa---Talboom is the love child of a forlorn Ogre father and his outcast Flesh-Troll mother. Actually, his parents were married by a dark wizard, but the government in their locale had certain rules about cross breeding (what with the history of Elves and Orcs and all). So, although not sanctioned by the government, they still were wed legally.

With such parentage, and something in the unholy words spoken in the wedding ceremony by the dark Wizard, Talboom (named after his mother) was born rather intelligent and charismatic. Consequently, he can be very persuasive and often will psych out or use humor to momentarily disarm (figuratively) his opponent. Add to that his massive size and he usually will get his way especially in a tavern. Talboom has absolutely no fear, and finds great pleasure in fighting, which is the only time you see him smile. So, he just keeps on going---hence the name "inexorable".



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: TALBOOM, the INEXORIBLE

KINDRED: HROGR-TROLL LEVEL: 3

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 8' 9" WEIGHT: 528

AGE: 53 HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

31 STR
Strength*

38 CON
Constitution

14 DEX
Dexterity*

21 SPD
Speed*

AT FULL HEALTH Mental CURRENT STATUS

13 LK
Luck*

16 IQ
Intelligence

18 WIZ
Wizardry

17 CHA
Charisma

PERSONAL / COMBAT ADDS:

+ **31**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

KOBALD MADE AXE 8D6

ARMOR:

HIS OWN HIDE 2 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

URUKS

Name: Grundar, the Merciless

Kindred: Uruk

Level 1 Warrior

STR - 17

CON - 12

DEX - 11

SPD - 6

INT - 8

CHR - 17

LK - 8

WIZ - 7

Personal Adds: 7

WEAPONS:

Warhammer 5d6

ARMOR: Studded Leather 5 hits

About Grundar: He is your typical uruk warrior, more brawn than brain (5'7" and 240lbs), ugly as sin, but strangely compelling to watch. Grundar is the youngest of 7, and stood to inherit very little from his family. So, he decided to seek his own future and fortune.

For a while he was a caravan guard, but after escorting an assignment of silk to Khazan a few years ago he decided to stay. The arena offered all the best bits of guard work, i.e. fighting, with few of the draw backs, i.e. spending most of your time leagues from the nearest pub.

Since becoming a fighter Grundar has piled on the pounds. His trainer is constantly trying to get him to lose weight, but Grundar has a weakness for deep fried lizard---eating 2 or 3 bucket-fulls after every fight.



DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: GRUNDAR, THE MERCILESS

KINDRED: URUK LEVEL: 1

CHARACTER TYPE: WARRIOR

GENDER: M HEIGHT: 5' 7" WEIGHT: 240

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES:

AT FULL HEALTH Physical CURRENT STATUS

17 **STR**
Strength*

12 **CON**
Constitution

11 **DEX**
Dexterity*

6 **SPD**
Speed*

AT FULL HEALTH Mental CURRENT STATUS

8 **LK**
Luck*

8 **IQ**
Intelligence

7 **WIZ**
Wizardry

17 **CHA**
Charisma

PERSONAL / COMBAT ADDS:

+ **7**

**Your character receives a BONUS of one point for each of the following attributes over 12: STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

WARHAMMER 5D6

ARMOR:

STUDDED LEATHER 5 HITS

SPELLS/MAGIC ITEMS:

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List additional items & spells on the back.

Name: Lucinda the Chins

Kindred: Uruk

Level 1 Warrior

STR - 11

CON - 12

SPD - 13

INT - 8

CHR - 16

LK - 8

WIZ - 12

Personal Adds: 1

WEAPONS:

Warhammer 5d6



ARMOR: Spiked Shield 3d6 as weapon and 3 hits as armor.

About Lucinda: A local girl, she was born and raised in the slums of Khazan. She dreamed of returning to her ancestral home, the Kurtish Plains, with the plan to fight in the Arena until she had enough money and, more importantly, the reputation to travel there. She imagined a short but successful career which would end in glory and the admiration of the uruk nation. Unfortunately things didn't quite go according to plan.

You see, at 5'9 and 210lbs Lucinda is a little bit over weight. It's nothing to worry about, her physician says, but ideally she could stand to lose a stone...or maybe two. Unfortunately, she holds the weight around her face, and consequently she's a little bit jowly. It turns out this is discernible from the stands and her nickname Lucinda, *the Chins* was born. Regardless she has asked the announcers at the Arena to introduce her as Lucinda, *the Cruel*. You would think that an uruk had a thick skin. Literally this may be true, but metaphorically they are as sensitive as you and I. So, now with her self-confidence destroyed Lucinda has given up any hope of going to the Kurtish Plains. Instead she sits at home at night and cries.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

NAME: LUCINDA, THE CHINS

KINDRED: URUK LEVEL: 1

CHARACTER TYPE: WARRIOR

GENDER: F HEIGHT: 5' 9" WEIGHT: 210

AGE: _____ HAIR: _____ MONEY: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

WARHAMMER 5D6
SPIKED SHIELD 3D6 5 HITS

ARMOR:

SPELLS/MAGIC ITEMS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

11

STR

Strength*

8

LK

Luck*

12

CON

Constitution

8

IQ

Intelligence

8

DEX

Dexterity*

12

WIZ

Wizardry

13

SPD

Speed*

16

CHA

Charisma

PERSONAL / COMBAT ADDS:

+ 1

**Your character receives
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attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

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List additional items & spells on the back.

DELUXE TUNNELS & TROLLS™ CHARACTER SHEET

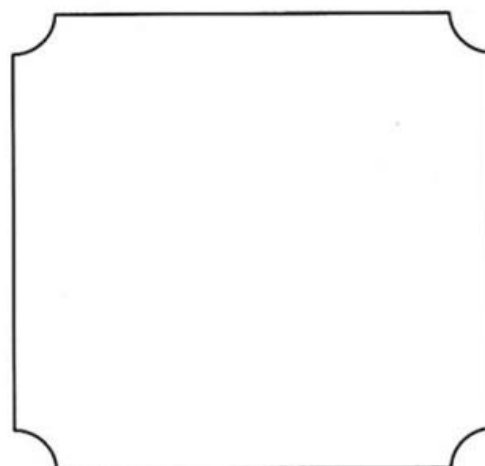
NAME: _____

KINDRED: _____ LEVEL: _____

CHARACTER TYPE: _____

GENDER: _____ HEIGHT: _____ WEIGHT: _____

AGE: _____ HAIR: _____ MONEY: _____



Character portrait

ADVENTURE
POINTS:

TALENTS:

WEAPONS:

ARMOR:

SPELLS/MAGIC ITEMS:

PRIME ATTRIBUTES:

AT FULL
HEALTH

Physical

CURRENT
STATUS

STR

Strength*

AT FULL
HEALTH

Mental

CURRENT
STATUS

LK

Luck*

CON

Constitution

IQ

Intelligence

DEX

Dexterity*

WIZ

Wizardry

SPD

Speed*

CHA

Charisma

PERSONAL / COMBAT ADDS:

+

**Your character receives
a BONUS of one point for
each of the following
attributes over 12:
STR, LK, DEX & SPD.*

WT. POSSIBLE: _____ WT. CARRIED: _____

EQUIPMENT: _____

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List additional items & spells on the back.



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Gladiators of Khazan presents a diverse mix of the fighting kindreds of Troll World. You may use these characters to flesh out Arena fights, or add them to your own fantasy campaigns.

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