

PRE-ROLLED CHARACTERS FOR TUNNELS & TROLLS™

BY SID ORPIN



VOLUME ONE

TAVERNMASTER
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Grateful thanks to Ardenstone Adventures T&T Character Generator
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First published in 2012 by Tavernmaster Games
www.tavernmaster-games.co.uk

TMG-FDGA001

INTRODUCTION

We have all been in the situation in a role-playing game when, either as gamemaster or player, we need an extra character quickly. Even in *Tunnels & Trolls*, which is quite straightforward in terms of creating a new avatar, this takes time and slows the flow of the game to the detriment of everyone's enjoyment. Presented here are a dozen pre-rolled low-level characters for 7/7.5th Edition rules from the four main humanoid kindred: humans, elves, dwarves and hobbs. Each one is depicted with all the basics (name, type, kin, level and attributes), plus some more in-depth information about their appearance, background and motivation along with some basic equipment. None of the data given here is written in stone. This is T&T, you may adapt and alter to suit your needs as you see fit. We hope you find this resource useful. Happy gaming!

The Tavernmaster Team
September 2012

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Name: Zeph 'Firestarter'

Kin: Human

Type: Combat Wizard

Level: 1

Appearance & Demeanor

Zeph is short and stocky with dark brown hair and hazel eyes. He is apt to be aggressive in any situation and often 'rubs people up the wrong way' when they first meet him. He can appear rather arrogant but this hides his genuine insecurity.

Background & Motivation

Zeph was born in a rather remote village where his natural magical aptitude was considered unnatural rather than supernatural. When he started to demonstrate such talents he got the blame for all manner of natural disasters; the crops failing, the cows going lame...until a big fire was put down to him. He, therefore, left town to avoid being lynched. With rather grim humour he has incorporated the incident in his name. He has lived on the streets and, strangely for a magic user, has become adept at street fighting just to stay alive. His sole aim is to amass enough money to be able to live comfortably.

STR 14

CON 14

DEX 10

SPD 10

INT 12

WIZ 17

LK 12

CHR 7

ADDS + 2

Talents

Fisticuffs (DEX) 19

Spells

Take That You Fiend

Vorpal Blade

Weapons

Poniard (2D6)

Armour

Buckler (3)



Name: **Ojvai Wai**

Kin: Human

Type: Warrior

Level: 1

Appearance & Demeanor

Ojvai is slim and muscular with bright blonde hair and grey eyes. He is quiet and rarely talks unless the topic is something important to him. He doesn't engage in 'small talk'. He can appear rather severe but is really quite an optimistic character in any given situation.

Background & Motivation

Ojvai comes from a long line of warriors who are adepts in self-defence. He wishes to become a master like his father before him and to hone his skills while spending time as an adventurer.

STR 11

CON 14

DEX 17

SPD 14

INT 14

WIZ 14

LK 15

CHR 9

ADDS +10

Talents

Martial Arts 23 (DEX)

Weapons

Short Sabre (3D6 + 1)

Armour

Solleret (2 x 2)

Gauntlets (2 x 2)

Target Shield (4 x 2)



Name: **Pelis Thronsa**

Kin: Human

Type: Rogue (Assassin)

Level: 1

Appearance & Demeanor

Petite and dark with expressive deep brown eyes, Pelis may lack strength but more than makes up for it with her good looks and personality. Her public persona is one of a woman comfortable in any social situation who is quick to smile and engage in conversation. This amounts to little more than an impressive act; in reality she is rather hard-edged and reserved.

Background & Motivation

Pelis has had a hard life. The illegitimate child of a courtesan, she has had to learn to use her undoubted physical attractiveness and alluring personality to achieve her goals.

She is a member of the Guild of Assassins and despite her youth is a successful practitioner of her profession.

She harbours a deep dislike of noblemen and how they use women, and takes grim satisfaction in murdering members of the ruling classes.

STR 7 CON 14 DEX 15 SPD 14

INT 10 WIZ 15 LK 13 CHR 15

ADDS +3

Talents

Seduction 18 (CHR)

Poisons 16 (INT)

Spells

Knock-Knock

Weapons

Poniard (2D6)

Pacifier (3D6)

Armour

Leather (6)



Name: **Lumlas of the Silverwood** Kin: Elf

Type: Wizard Level: 2

Appearance & Demeanor

Lumlas is tall and fair of skin and hair. Her eyes are grey. She is reserved in social interaction with kin other than her own but is not bigoted in any way towards other races. She is quick to laugh.

Background & Motivation

Lumlas comes from a somewhat privileged background and has become an adventurer to escape what she sees as the dull life her family lives. She is very inquisitive and is always keen to explore new situations fully. Naturally gifted in magic, she has always excelled at all she does. On top of this, her high CHR has given her a rather winning way with other people. When she doesn't get what she wants, she is apt to be spiteful and petulant.

STR 11 CON 9 DEX 12 SPD 15

INT 23 WIZ 22 LK 26 CHR 18

ADDS +17

Talents

Swimming (DEX) 15

Spells

Level 1

Poor Baby

Glue You

Weapons

Fang Wing (2D6 + 4)

Armour

Soft Leather (5)



Name: **Ivir of Nairn**

Kin: Elf

Type: Rogue

Level: 3

Appearance & Demeanor

Tall, dark and handsome sums up Ivir's appearance. He has dark brown hair and hazel eyes. He is always smiling and making jokes. He is a popular companion on any sort of outing, as he is always keen to help others.

Background & Motivation

Ivir is from the elven city of Nairn and has a more cosmopolitan view of society than many of his race. He believes in 'live and let live' and respects other individuals' opinions. However, he is an implacable foe to those who cross him.

STR 10

CON 9

DEX 10

SPD 11

INT 35

WIZ 18

LK 21

CHR 18

ADDS + 9

Talents

Roguary 40 (INT)

Spells

Lock Tight

Weapons

Gladius (3D6 + 2)

Armour

Cuirboille (7)

Buckler (2)



Name: **Jhai Swiftflight**

Kin: Elf

Type: Ranger

Level: 2

Appearance & Demeanor

Jhai is tall and lean with black hair and brown eyes. He is quiet and doesn't waste or mince words, ever. Some would describe him as grim, but beneath his cool exterior there is a warm and personable character.

Background & Motivation

Jhai is definitely a country boy, having rarely spent time in towns and cities. He is only likely to leave his woodland home on some sort of quest. He is not an individual who goes adventuring for purely personal gain.

STR 15

CON 8

DEX 18

SPD 12

INT 17

WIZ 24

LK 21

CHR 16

ADDS + 18

Talents

Woodcraft 22 (INT)

Weapons

Falchion (4D6 + 4)

Elven Long Bow (6D6 + 5)

Armour

Cuirboille (7)



Name: **Grallf 'Ironhands'**

Kin: Dwarf

Type: Warrior

Level: 1

Appearance & Demeanor

Short, even for a dwarf, Grallf has red hair and green eyes. He is a grim sort of fellow who rarely smiles and when he does it looks rather false. He seems to carry the weight of the world on his shoulders and will generally see the darkest side of any given situation.

Background & Motivation

Unfortunately, Grallf was not dealt the sort of physical advantages that his kin often get and he is considered very much "the runt of the litter" in his large family. He is desperate to prove himself a mighty warrior, but with a DEX of only 5 he can barely use any weapons safely. He is a talented singer, and in his deep, booming baritone voice, performs some fantastic Dwarven war poems set to music.

STR 14

CON 22

DEX 5

SPD 14

INT 12

WIZ 7

LK 7

CHR 13

ADDS - 2

Talents

Singing (CHR) 19

Weapons

Mattock (3D6 + 2)

Armour

Chain Mail (12 x 2)



Name: **Thegg Silvertongue**

Kin: Dwarf

Type: Leader

Level: 3

Appearance & Demeanor

Thegg is an average dwarf, of average size and combat abilities. His hair is a mousey brown and his eyes a nondescript brown colour too. However, in his own mind, Thegg is invincible and capable of any feat no matter how impossible it seems. His supreme self-confidence seems to rub off on others; they believe what he tells them and they do what he wants.

Background & Motivation

Thegg's inflated ideas of his abilities are strangely at odds with his humble beginnings as the youngest child of a hard working dwarf miner. Perhaps because of this he is interested in his own achievements and advancement above that of others and despite his leadership qualities he lacks true team spirit.

STR 28

CON 16

DEX 13

SPD 8

INT 11

WIZ 10

LK 11

CHR 38

ADDS +16

Talents

Herb Lore 17 (INT)

Healing 18 (INT)

Weapons

Light Flail (3D6 + 4)

Armour

Banded Mail (13)

Lantern Shield (3)



Name: **Baldora Drenth**

Kin: Dwarf

Type: Rogue

Level: 1

Appearance & Demeanor

At almost 4 feet tall, Baldora is a veritable giant of her race. Almost as round as she is high, she is a bubbly and vivacious individual. She tends to wear her hair in pigtails and as a result she looks younger than she really is.

Background & Motivation

Baldora is the original good time girl, in adventuring terms at least. She wants to discover the wonders of the universe and if she accrues wealth and power along the way so much the better. Woe betide if anyone betrays her in any way; she will hold a grudge for a very long time.

STR 32 CON 34 DEX 13 SPD 14

INT 11 WIZ 13 LK 13 CHR 13

ADDS +16

Talents

Roguery 17 (CHR)

Sleight of Hand 19 (DEX)

Spells

Call Flame

Weapons

Dagger Mace (3D6 + 4)

Armour

Arming Doublet (2)

Target Shield (4)



Name: **Fladlen Bedillior**

Kin: Hobb

Type: Rogue

Level: 1

Appearance & Demeanor

Flad is tall for a hobb and has nut-brown hair and dark brown eyes. He is quiet most of the time; some might say surly. Laughs when he has drunk a good quantity of ale, but not often without some lubrication.

Background & Motivation

Flad could be said to have come from the wrong side of town. He never lived in some rural idyll but was running the back streets with the other urchins almost as soon as he was able. He has survived up to now more by luck than good judgement. He would like to be respected by his associates and to be able to afford to add to his spell list.

STR 6 CON 10 DEX 11 SPD 10

INT 10 WIZ 14 LK 14 CHR 5

ADDS - 2

Talents

Gambling (LK) 18

Spells

Oh-Go-Away

Weapons

Terbutje (3D6 + 5)

Armour

Open Helm (2)



Name: **Adrea Summercote**

Kin: Hobb

Type: Warrior

Level: 2

Appearance & Demeanor

Adrea has jet-black hair and striking green eyes but is rather plain to look at otherwise. She pays little attention to her femininity and dresses in functional clothing at all times. She is apt to be rather serious and dismissive of more light-hearted individuals.

Background & Motivation

Adrea lost her parents in a raid on her village by a band of brigands when she was little more than a toddler. Her goal in life is to seek out their murderers and meet out justice to them. She has a strong moral compass and will not steal from people she considers 'honest and hard working'.

STR 5 CON 20 DEX 20 SPD 10

INT 10 WIZ 9 LK 12 CHR 5

ADDS +4

Talents

Gymnastics 25 (DEX)

Weapons

Bludgeon (3D6)

Armour

Ring Jointed Plate (7 X 2)

Name: **Tobin Grudd**

Kin: Hobb

Type: Warrior

Level: 3

Appearance & Demeanor

Tobin is tall for a hobb and has ash blond hair and blue eyes. He is a happy-go-lucky sort who usually thinks the best of any situation and, because of his spectacularly high luck, most often he is proved correct. If he has a dark side or a temper, no one has ever seen it.

Background & Motivation

Tobin comes from good farming stock and had quite a sheltered life as a child. Becoming a farmer like the 5 generations of Grudds before him did not appeal, so he joined the local militia and learned the ways of a soldier. Adventuring is just a way to make money to spend on ale, games of chance and a warm bed for Tobin.

STR 6 CON 20 DEX 17 SPD 11

INT 7 WIZ 8 LK 30 CHR 9

ADDS + 20

Talents

Gambling 34 (LK)

Weapons

Stinger (3D6)

Misericorde (2D6 + 1)

Armour

Leather Jerkin (1 x 2)

Open Helm (2 x 2)



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