

TROLL-BLADE

PLAYERS GUIDE and CHARACTER SHEET

ABILITIES : Each character has 6 abilities. They are: Strength (STR), Dexterity (DEX), Endurance (END), Intellect (INT), Willpower (WILL), Charisma (CHA)

ABILITY VALUES : Roll 1d6 + 12 for one ability. Roll 2d6 + 6 for another two abilities. Roll 3d6 six for each of three additional abilities.

DICE VALUES : Check the table below to determine.

- Hit Points (HP) per Rank. Compare END to C.
- Damage inflicted with hand weapons. Compare STR. A = small weapon, B = medium weapon, C = large weapon.
- Damage inflicted with missile weapons. Compare DEX. A = throwing weapon. B = bow. C = crossbow.
- Damage resistance (DR) from wearing armour. Compare END. A = leather. B = chain-mail. C = plate-mail.
- Deflection bonus (DB) when using a shield. Compare DEX. A = small shield. B = normal shield. C = large shield.
- Combat bonus (CB) melee = RANK + 1 for every 2 points STR above 10.
- CB missile = RANK + 1 for every 2 points DEX above 10.

ABILITY	A	B	C
6 or less	d2	d4	d6
7 to 10	d4	d6	d8
11 to 14	d6	d8	d10
15 plus	d8	d10	d12

EQUIPMENT WEIGHT : Each character can carry # items = STR. Items listed as A, B or C = 1, 2 or 4 items respectively. 50 coins or 10 arrows/bolts = 1 item.

EQUIPMENT COST : Each character has 3d6 coins to purchase items. Items listed as A, B and C cost = die x1, x1½ and x2 respectively. Ordinary equipment (50'rope, pick axe, lantern, litre of oil etc.) cost 2 coins each.

SPECIAL EQUIPMENT : ELF ARROWS : automatic hit of chosen target within range. 1 use only. 10 coins. WARD STONE : when broken on ground radiates an unpassable 10'radius bubble of energy for 2d6 rounds. 1 use only. 20 coins. HOLY SYMBOL : allows character to attempt to ward off un-living of equal or lesser RANK. Requires an INT roll to succeed. Un-living warded off cannot approach within 20' of character for 2d6 minutes. 50 coins. ARROW CATCHER : once broken on ground all missiles fired/ thrown in the next 2d6 rounds within 100' to be pulled towards it and destroyed. 1 use only. 30 coins. DEAD STONE : any character killed while carrying a dead stone regains 1 HP for 2d6 rounds. The character only awakes upon reaching 1 HP. 1 use only. 40 coins. HEALING POTION - automatically heals 2d6 HP when drank. 20 coins.

TASK ROLLS : Anytime a character wishes to attempt something such as climb a wall or outsmart a guard or whatever, choose the most relevant ability and compare it's value to the difficulty of the task at hand. If the difficulty is HIGHER than the ability, SUBTRACT the difference from the ability. If the difficulty is LOWER than the ability then ADD the difference to the ability. This is the number that must be rolled EQUAL or LOWER than on a d20 in order to succeed. Generally tasks are rated as 5, 10, 15, 20 and 25 for easy, normal, hard, very hard and nigh impossible tasks, respectively. If something calls for a task roll without giving a difficulty then the attempt

has a difficulty equal to the ability's value.

TASK PENALTIES : A character has a task penalty (TP) to STR and DEX rolls depending on what he is carrying and wearing. The TP total to both equals -1 for Chain-mail, -3 for late mail and an additional -1, -2 and -3 for carrying half, three-quarters or total number of items allowed (round up).

HAND-TO-HAND COMBAT : In hand-to-hand combat both parties roll 1d20 and add their CB (melee). If either side is using a shield then roll the shield's DB at the same time and subtract that from the opponents roll. The highest score wins. After damage is rolled the opponent may make a DR roll which either deflects ALL the damage by rolling EQUAL or HIGHER than the damage roll or NONE at all by rolling lower. Death occurs at 0 HP.

MISSILES : To hit a target with missile weapon roll 1d20 and add their CB (missile). This must roll EQUAL or OVER 10, 15 or 20 at close, medium and long range respectively. This distance in yards equals the difficulty number for thrown weapons. For bows and crossbows the distance is the difficulty x2 for close range, x3 for medium range and x4 for long range.

HEALING : characters heal 1 HP every 24 hours or 1d4 HP ever 24 hours of FULL rest with a cost of 1d4 coins per day.

ACTION POINTS : each character begins at RANK 1 with 1 action point (AP). A spent AP allows the character to make his next roll TWICE. The highest roll is chosen. AP'S are recovered 24 hours after the AP total = 0.

ADVENTURING :

FALLING - suffer 1d4 damage for a 10'fall, 2d6 for a 20'fall, 3d8 for a 30'fall etc.

JUMPING DOWN - a DEX task roll taken at a difficulty equal to half the drop in feet. Halve the damage if successful.

DROWNING/SUFFOCATION - take cumulative damage per round.

POISON - effects characters for 3d6 hours. An END task roll each hour is required to avoid losing 1d4 HP. Character suffers -2 penalties to all rolls while poisoned.

DISEASE - as POISON except replace hours with days and an initial END roll to avoid catching it.

DEVELOPMENT : each character goes up a RANK at the end of each adventure and in turn gains (A) an additional die of HP (B) gains an additional AP and (c) may increase his lowest ability score by 1. This is accompanied by a cost of 10 coins x RANK which covers day to day expenses such as study, training, equipment repair, rent etc.

NAME _____

STR _____ RANK _____ AP _____ TP _____ HP _____

DEX _____ CB (melee/missile) _____ / _____

END _____ ARMOUR _____ DB _____

INT _____ SHIELD _____ DR _____

WILL _____ WEAPON/damage _____ / _____

PRE _____ MISSILE/ damage _____ / _____

EQUIPMENT _____
