

Tunnels and Trolls

Space for random T&T play.

[Graveyard](#)

[Design Choices](#)

Characters

Elf Warrior

- 10 STR
- 9 IQ
- 6 LUCK
- 8 DEX
- 11 CON
- 22 CHA
- 7 WIZ
- 10 SPD

Adds: -4

Spear: 3d6 + 1

Leather Armor: 12

Gold:0

Warm dry clothing and pack

10 torches

20 feet of rope

Note: Failed CON save at shrine of Prometheus after taking offering.

Lorx

dwarf

- ST 34
- IQ 5
- LK 7
- CON 14
- DEX 11

- CHA 11
- SPD 8
- WIZ 13

Combat Adds: 20

Hits Taken: 24

GP: 124

APs: 174

equipment:

- sax (2d+5); weight 25
- trident (4d+3); weight 75
- baton (2d6); weight 20
- 2 days provisions

armor:

- steel cap, hits 1; weight 25
- Full Mail armor, hits 11; weight 1100

Khim

dwarf

- st 20
- iq 9
- lk 13
- con 16
- dex 8
- cha 4
- wiz 9
- spd 5

personal adds: 8

24 gp

xps: 109

weapons: 2 Haladies, each 2d+4, weight 10 each, so 20

armour: complete leather, weight 200 (6 hits)

other equipment: 2 provisions, 1 clothes and pack

From:
<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=tnt:tunnels_and_trolls&rev=1527238081

Last update: **2018/05/25 01:48**

