STAY ALIVE!
LITE EDITION

BY JERRY TELEHA

A MODERN RULES VARIANT FOR TUNNELS & TROLLS™

This is not a standalone game. 'Stay Alive!' (SA!) is a modern rules variant that is intended for use with the Tunnels & Trolls role-playing game, trademark of Flying Buffalo Inc. and created by Ken St. Andre. Inspiration was also drawn from Mike Stackpoles' Mercenaries, Spies, & Private Eyes, also published by and a trademark of Flying Buffalo Inc.

To play Stay Alive!, you will need some 6 sided dice, pencil and paper to write down some game notes, and a basic knowledge of the Tunnels & Trolls game rules. While intended and designed for version 7.5 of the T&T rules, any edition will work as the basics are all fairly similar.

The system will work well if you are planning on running a game in a multitude of modern campaign genres. Future volumes from Darkshade Publishing will be released to offer specific campaign information along with GM or Solo adventures. The following is a small list of possible scenarios or campaigns that can be used with this variant.

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LITE EDITION
Tunnels & Trolls
modern rules variant

By Jerry Teleha

Darkshade Publishing Logo
Kayla Wright

Cover Art
James Shields
Border and additional art by William McAusland
Jeff Freels (back cover)

Interior Art
Jeff Freels
Scott Harshbarger
William McAusland
Jeremy Mohler

2nd Printing

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What is Stay Alive?

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<u>Monster Hunters</u>: The world is filled with monsters. For most people, they are still the stuff of legends and tales for the campfire. Your group of players may be members of a secret society, recruited to fight this menace and keep the unsuspecting populace safe. Or they could be some innocent college students who stumble upon this new reality on a camping trip in the remote wilderness. (Examples: Grimm, Bram Stoker's Dracula, X-Files)

<u>Alone in Space</u>: In a future reality, your group is the last of the human race that you know of. Maybe they survived a radiation leak by spending 1 million years in suspended animation on a deep space mining ship. Possibly, a pet that was illegally on board has evolved over those 1 million years into a more sentient and bi-pedal form. Alien life does not exist, but the leftovers of mankind are still present in the form of sadistic androids, robots that have broken their programming, and genetically engineered life forms. (Examples: Red Dwarf, Hitchhiker's Guide to the Galaxy)

<u>Weird West</u>: Your Wild West could be filled with supernatural beasts, dastardly villains, and strange technologies. The players can be members of posse going after the local gang leader, or the gang that is terrorizing the plains. Or, something has just been awoken in that mine shaft – what darkness has been unleashed on your world? (Examples: Jonah Hex, Brisco County Jr., The Wild Wild West)

<u>Zombie Apocalypse</u>: A band of survivors dealing with the realities of a zombie infested world, fighting for precious resources and safety in world turned upside down. Start from the beginning during the chaos of the outbreak, or enter after the world has already been partially consumed and looking for a new order. (Examples: Walking Dead, Night of the Living Dead, World War Z)

<u>Horror by Gaslight</u>: Take on the likes of Jack the Ripper in Victorian England or HH Holmes' Murder Castle in 1893 Chicago during the World's Fair. Whether confronting the criminally insane or the supernatural, your group can be investigators or the potential victims. (Examples: Copper, Ripper Street, Sherlock Holmes)

<u>Secret Missions</u>: You can have a team of modern CIA agents or a SEAL team out in the field. Take a trip back to the Cold War years battling against the KGB or maybe even delve back to World War 2. Lead some adventures against the dreaded SS, the Nazi Germany war machine, or whatever mad invention they have planned next. (Examples: Dirty Dozen, The Losers, Foyle's War)

Tunnels & Trolls Overview

Everything in this book should be considered an optional rule. You can use it, change it, ignore it – the choice is yours. Like any rules system, 'Stay Alive!' is an attempt to create some standard rules for a modern or non-fantasy themed role playing game using T&T as its base system.

You can no doubt find plenty of existing and readily available systems out there that are specifically catered to any genre. What makes Tunnels & Trolls so special? T&T is built on simplicity. T&T is rules light.

Its core mechanic (the saving roll) allows for a full range of options for the game master. The player wants to take an action that requires a challenge; the GM decides what attribute to use and the level of difficulty (Saving Roll Level). Ask the player to roll two 6-sided dice. If doubles are rolled, roll again and add it on (DARO). If a 1 and 2 is rolled, then that is an automatic failure (Critical Failure).

The combat system is not meant to be a blow by blow account of an encounter like other games where each swing and shot are tracked to specific detail. Instead, it is intended to be more narrative. For melee, each side rolls damage based on the weapon used. Add to that the 'Combat Adds'. Compare this total to the opponent(s) who has done the same. The difference is damage applied to the losing side. 'Spite' damage is applied to the winning side if any natural 6's are rolled and could also trigger special damage effects. Missile attacks are handled a bit differently requiring a 'Saving Roll' first to determine if the attempt hits or misses.

Adventure Points are earned whenever a saving roll is attempted, when a foe is defeated (based on its Monster Rating/MR value), or awarded by the game master. These points (APs) can be spent by the character to increase attributes to improve the character.

If you are new to Tunnels & Trolls, remember the following:

If you do not like a rule, change it.

If you cannot find a rule, create it.

Creating Characters

Character creation in Tunnels & Trolls is explained in detail in the rulebook. Proposed changes to this process for 'Stay Alive!' are highlighted in the following steps. There is a character sheet on the back cover of this book that can be copied for your personal use.

1. Generate Attributes

    The standard procedure to generate a character's attributes is to roll 3 six-sided dice for the eight attributes they will represent. If triples are rolled, add the total and roll again (TARO – Triples Add and Roll Over). Once you have your eight totals, you can assign them to the attributes how you wish.

    Fudge It: No one wants to play a character with very low attributes. Fudge It can be utilized prior to assigning attributes. For any value less than 10, choose between making a complete reroll for that value and rolling another single D6. On a reroll, the new value is applied for better or for worse. When rolling the additional D6, simply add the result of this roll to the previous total.

    Guts: Replacing the standard T&T attribute of Wizardry (WIZ) is Guts (GUT). This represents the character's ability to deal with gruesome and psychologically overwhelming situations. There could be a game where magic is still a reality and the Wizardry attribute is still needed. In this case, the game can still be run by including Guts as a ninth attribute. Stability is a "Facet" of Guts. More information on facets and Stability will be covered in more detail later in this volume.

    Playing Yourself: A game can be run in which the character is based on a real life inspired version of the player. After the players have generated the attributes for their characters, ask them to hand the values over to another player and have that player assign the attributes for that player. This is a way to get a more 'realistic' interpretation of the character. It is recommended to have two people exchange attributes that have knowledge of each other: friends, siblings, or significant others would work well.

Example: *Liam has rolled a 12, 14, 10, 17, 11, 13, 15, and 8 for his attributes. He exchanges attribute rolls with another player at the table who knows Liam. While Liam would probably assign the highest values based on game terms maximizing key attributes, the other person is more likely to assign them based on an interpretation of Liam's actual abilities.*

2. Choose your Kindred and Character Type

Humans are the standard character race or kindred in T&T. Attributes that have been generated for human kindred are not adjusted. For games with kindred other than human, some attributes may be modified. Refer to the T&T rulebook for charts that reference these kindred modifiers.

Human Only World: While a 'Stay Alive!' game may feature monsters and other supernatural beings as antagonists, the general idea is that the player characters will be human only. Because of this, the types that are available to choose when creating a character are a bit more limited than the standard T&T game. Citizens and Warriors make the most sense when running this type of campaign.

Citizen: The Citizen represents the normal, average, and non-heroic type of character in the T&T game. Every fantasy world needs farmers and tavern workers. Likewise, the modern world is mostly populated by retail clerks, office dwellers, and restaurant workers.

In game terms, the Citizen represents an untrained character in terms of standard combat. To represent this, all Citizens start with half the normal Combat Adds based on their attributes. Citizens still have skills and talents like any other character. They just do not have any significant or official training in combat the way a soldier or law enforcement officer would, yet.

Warrior: The warrior is the standard fighter type in T&T. In our modern world, this should be represented by individuals with backgrounds that would make sense to correspond with a Warrior type. Members of the military or a police force would have training in the proper use of firearms and have some form of combat experience.

Athletes, especially fighters (boxers or mixed martial artists), would also seemingly know how to handle themselves to some degree. Societal outcasts like members of a street or motorcycle gang may also qualify as having extensive experience with firearms and fighting. Unlike Citizens, Warriors get the full value of Combat Adds based on their attributes.

Becoming More: Like a television show or a movie, a character may start out as a seemingly normal person but evolve into something a bit more. Where once she could not even load a gun, through experience and necessity, she is not only able to defend herself, but has become a crack shot.

Adventure Points (AP) are earned by the player during the course of the game. These points can be spent to increase the character's attributes. To do this, multiply the current attribute value by 10. This number represents the amount of APs that is needed to increase that attribute by one point.

Example: *Liam's character has a value of 12 for his Dexterity attribute. In order to increase his Dexterity to 13, he would have to spend 120 APs (12 x 10 = 120).*

A character should be able to switch from being a Citizen to a Warrior (or something else) through the course of the game or campaign. Refer to Table 1 for some ideas on prerequisites than can be used to allow this in game terms.

Table 1: Becoming More than a Citizen
Combat Attributes (STR, DEX, SPD, LK) are each at 15 or above.
OR
Combat Adds (Melee or Missile) reach a total 12 or more.*
AND
The character accomplishes or experiences an event that "defines the moment".
* Once a Citizen reaches 6 Combat Adds since the value is halved.

Gathering adventure points and increasing attributes is the clerical way to accomplish the goal. In game terms, the defining moment could be a corresponding game event that represents the growth in the character.

Example: *Liam's character is trying to stay alive in a world where vampires have taken over a town. The leader of the group trying to fight back against the vampires has just been killed. While others begin to panic and lose hope, his character steps forward and takes control of the situation*.

3. Determine your Combat Adds

   Combat Adds: 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 more than 12 represent a positive modifier. This is the standard way to calculate Combat Adds in T&T. Use this value for melee combat and thrown missile attacks (spear, dagger, etc.).

   Missile Adds: The attributes that contribute to a character's Missile Adds are Dexterity (DEX) and Luck (LK). This to reflect that when firing a gun or shooting some other projectile weapon, Strength and Speed are not a factor in the damage. There may still be a Strength requirement to be able to wield a certain weapon (compound bow), but the damage the weapon is doing is not affected by the character's Speed or Strength.

4. Choose your Talents

   Every character has skills, just like everyone does in the real world. Being able to use a computer or drive a car are basic skills. Being able to use a computer to hack into other systems or having the ability to maneuver a car like a stunt driver would both be Talents. 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.

   Starting Talents: The rule of thumb for T&T is one Talent per level of your character. For 'Stay Alive!', characters can start with up to three Talents. This is a reflection for characters in the modern world where access to education, technology, and other opportunities provide more areas for a given person to be able to learn or excel at. When advancing levels, a character can add one Talent per level as the standard T&T rules.

   Professions: One way to look at Talents is to think of the skills needed to be a particular occupation. Doctors, Nurses, and Paramedics would all be capable in First Aid, something that would be a definite Talent. While most people can clean a wound and put on bandages, someone with a Talent in First Aid would have more advanced skills like setting bones or knowing the medicines needed for particular infections or ailments.

5. Determine your Character Level

Character level is based on the value of the highest attribute associated with your character type. A full list can be found in the T&T rulebook. For your convenience, the level attributes for Citizens and Warriors are listed below. If your highest attribute is in the twenties, then your character is a level 2 character. An attribute in the thirties would be a level 3 character, and so forth.

Citizen: STR, CON, LK, CHR

Warrior: STR, DEX, SPD, LK

Remember, your character level represents a bonus to any saving roll that would otherwise fail.

Example: *Liam is a 1st Level Citizen and attempts a Level 1 Saving Roll against his DEX. His roll is a 5, adding that to his DEX attribute of 14, his total is a 19. Since the target for a successful Level 1 Saving Roll is a 20, he is below the target by a value of 1. Since he is a 1st level character, he can add that as an additional modifier resulting in a successful attempt.*

6. Purchase/Choose your Equipment

The last step in creating a new character would be equipping your character with basic items and any weapons if applicable. This is an area that can be made as detailed or as vague as you like.

When playing a game where the characters are in the 'real world', it could be as easy as asking the characters what is in their trunk of their car or around their home. Otherwise, allow the characters to create a back story and have the realistic possessions associated with that background.

Keep It Simple: A weapons list can be as descriptive and detailed as you want it to be. If you know all about the hundreds of different types of sub machine guns, then you are encouraged to expand or create your own list of weapons for your game. The goal of the following section is to keep it simple instead of listing twenty plus different versions similar firearms. Standard types of firearms were compiled, assigned power levels, and then assigned damage values as defined by the 'Dice + Adds' column.

Scrounging: If you are dealing with a scenario or campaign where society in some way still exists, then you can handle this as you would normally. Stores are open and most types of weapons or supplies can be purchased. Money would be needed to purchase these items, or a clandestine break-in can be planned by the characters to steal the needed goods.

Some games may require time to spend trying to find useful materials in a world where stores are no longer open 24 hours a day. It is easy enough to think of common items that can be found in homes or other places. Think of the contents of your garage or basement if a group is searching through deserted neighborhoods to survive.

Regarding firearms and more specifically, ammunition, a simple saving roll can be utilized to determine if ammunition that is found matches what the character or group is looking for or has.

Example: *Liam and his group find a neighborhood that seems to have been deserted. Some homes look like they have been broken into and ransacked. Other homes seem to be unaffected, just neglected for the weeks or months that have passed since everything went bonkers. When searching one, Liam finds a box of shotgun shells. A successful Level 2 Saving Roll against his LK would mean that the shells match the type of Shotgun he has.*
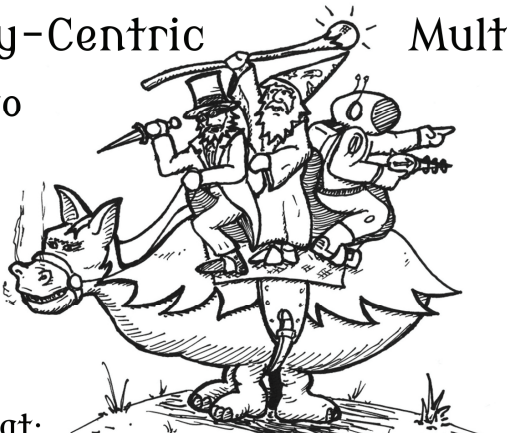
Modern Weapons and Armor

The following tables represent combat values for general groups of firearms, melee weapons, and types of modern armor/protection. These lists are not meant to be all inclusive. Use the existing weapons list in the standard Tunnels & Trolls rulebook to fill in any fantasy or medieval type of weapon you will be looking for.

Dice + Adds: The amount of damage to roll for the weapon listed. Add your combat adds (melee) or missile adds to this for your total value.

Shotgun damage is based on the range of the target. The three numbers listed allow for shotguns to be effective up to 100 feet (the first 4 ranges). The first damage value listed represents both Point Blank and Short ranges, up to 10 feet.

Shotgun Ranges: Up to 10 ft. / Up to 30 ft. / Up to 100 ft.

Capacity: The number of rounds that can be loaded or fired before requiring a reload.

Magazine: Yes indicates that the firearm uses a magazine to store and feed the ammunition. No indicates the firearm has an internal magazine and rounds are loaded manually.

Ammo: An indication of how Common (C), Uncommon (U), or Rare (R) ammunition for this type of weapon would be to find in a country or region where owning firearms is not heavily restricted.

STR or DEX Req: Some weapons may require minimum values for STR or DEX to wield effectively. Not meeting these requirements could result in either the loss of Combat Adds when using the weapon or inability to wield it at all.

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

Range (feet): Range is listed if the weapon can be thrown as an attack. The distance in feet represents its maximum range.

Hits: The amount of damage or hits that can be absorbed by the armor if worn. The number in parentheses represents bullet damage that can be absorbed.

Table 2.1: Modern Firearms

Handgun: Revolver	Dice + Adds	Capacity	Magazine	Ammo
Standard (.38 S&W)	4 + 3	6	No	C
Magnum (.44 Colt Anaconda)	9 + 7	6	No	U
Handgun: Semi-Auto	Dice + Adds	Capacity	Magazine	Ammo
.22LR (Ruger Mark III)	2 + 2	10	Yes	C
9mm (Glock 17)	4 + 3	17	Yes	C
.45 ACP (Colt 1911)	7 + 5	7	Yes	U
Rifle	Dice + Adds	Capacity	Magazine	Ammo
.22LR (Model 62)	2 + 2	15	No (Pump)	C
.223/5.56 (Colt AR-15)	5 + 3	30/20	Yes	U
.30-30 (Winchester 94)	6 + 4	5	No (Lever)	C
.308 (Hunting Rifle)	7 + 5	5	No (Bolt)	C
.30-06 (M1 Garand)	8 + 6	8	No (Clip)	C
.50 Cal (Barrett M82)	10 + 8	10	Yes (Bolt)	R
Military	Dice + Adds	Capacity	Magazine	Ammo
Assault Rifle 5.56 (M4)	5 + 3	30	Yes	U*
Assault Rifle 7.62 (AK47)	7 + 5	30	Yes	U*
SMG 9mm (Uzi or HK Mp5)	4 + 3	20/30/40	Yes	U*
SMG .45 ACP (Thompson)	7 + 5	20/30/50	Yes	U*
Shotgun	Dice + Adds	Capacity	Magazine	Ammo
Bird Shot (Remington 870)	4 / 2 / 1	5	No	C
Buck Shot (Remington 870)	8 / 4 / 2	5	No	C
Slug (Remington 870)	10 + 8	5	No	U
Sawed Off (Remington 870)	10 / 1 / 0	5	No	C

* Military/Police weapons and ammunition should be considered uncommon for most of the general population. If associated with a military base or police station, access would be more common.

Note on Shotguns: Statistics listed are for a standard 12 gauge shotgun. If additional detail is desired, adjust the base damage for the standard shot type listed down to accommodate smaller calibers.

Table 2.2: Hand Weapons & Other Items

Melee Weapons	Dice + Adds	STR Req.	DEX Req.	2 Hands?	Range (feet)
Axe	3 + 2	10	9	Y	40
Baseball Bat	3 + 4	8	10	Y	-
Brass Knuckles	2 - 3	-	-	N	-
Broken Bottle	1 + 3	-	-	N	-
Crowbar	2 + 2	5	5	N	-
Hammer	2 + 3	8	6	N	-
Hatchet	3	6	6	N	50
Hunting Knife	2 + 4	5	8	N	30
Katana	4 + 1	12	15	Y	-
Machete	3 + 2	6	10	N	-
Pitchfork	4 + 2	6	8	Y	-
Police Baton	3	5	8	N	-
Rapier	3 + 4	10	14	N	-
Sledgehammer	4	15	6	Y	-
Staff	2	10	8	Y	-
Spear	4	8	8	N	50
Switch Blade	2	-	-	N	30
Tire Iron	2 + 4	5	5	N	-
Missile Weapons	Dice + Adds	STR Req.	DEX Req.	2 Hands?	Range (feet)
Bow - Compound	6	12	15	Y	400
Bow - Longbow	4	15	15	Y	400
Crossbow	4 + 3	12	10	Y	300
Sling and Stone	2	5	5	Y	150
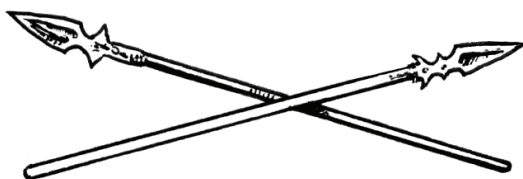
Table 2.3: Armor & Protection

Name	Hits	Notes
Ballistic Helmet*	6 (10)	Armor reinforced protection from all damage (including bullets) to the head.
Ballistics Jacket	4 (12)	Protects upper torso when worn; increased protection against bullets.
Ballistics Suit*	8 (20)	Full body suit reinforced with hardshell panels: increased protection against bullets.
Crash Helmet	3 (3)	Protects the head from all damage (including bullets).
Heavy Coat	2	Protects any part of the body covered, but offers no protection against bullets.
Leather Jacket	4	Protects any part of the body covered, but offers no protection against bullets.
Riot Shield*	15 (30)	Can absorb/deflect damage from melee combat and bullets. If bullet damage exceeds bullet armor value (30) in a single shot, the shield is destroyed.

* Military/Police armor should be considered uncommon for most of the general population. If associated with a military base or police station, access would be more common.

Protection from Bullets

Ballistic jackets and suits are body armor that can offer protection against firearm projectiles. They are primarily designed to absorb the impact from small caliber handguns, shotgun projectiles, and shrapnel from grenades. This type of armor can prevent the penetration of any firearm with a damage value of less than 5 dice for the area protected.

Impact Damage: Damage that is applied in excess of the value of the armor for each bullet should be applied as impact/non-lethal damage for such attacks. If this Impact Damage reduces the target to zero CON, she should be considered as stunned or knocked unconscious.

Example: *Liam is wearing a Ballistics Jacket that can absorb the impact of some firearms. He has been shot in the chest with a Glock 17, a 9mm handgun with a base damage value of 4+3. Since this is less than 5 dice, his jacket is able to absorb the impact of the bullet and prevent its penetration. The damage rolled for the attack totals 18 damage; the jacket absorbs 12, leaving an excess of 6 Impact Damage. If this reduces Liam's CON to zero, he should be considered stunned or unconscious.*

For firearms that have a base damage of 5 or more, the protection should still reduce the damage of the bullet. Any excess should be considered as penetrating and applying life threatening damage as normal.

Anytime a character or NPC (non-player character) gets shot by a firearm, the GM can and should apply Saving Rolls for the affects of being hit by such a forceful impact. Even if the character is fortunate enough to avoid being killed or seriously maimed, being knocked to the ground or temporarily being unaware of surroundings could be realistic affects of the shock.

Silencers, Scopes, and other Gadgets

Silencers are designed to reduce the amount of noise and muzzle flash when firing a weapon. They do not reduce the accuracy or range of a weapon if used. In most cases, silencers should be considered uncommon or rare unless a character has access to military or police equipment.

Telescopic Scopes are bit more common than a silencer and more available to the general public. Use of a scope will increase the accuracy of the shooter for ranges beyond 100 feet (Difficult and Remarkable). Its use will reduce the Saving Roll target by 10 or –2 to the Saving Roll target level. More information on ranges and a complete list of modifiers for missile attacks can be found in the following Gameplay section.

Night Scopes, Infrared technology, and other gadgets should be handled at the level you wish to take it. Pages and pages could be spent covering every possible piece of technology that is out there and how it should or could affect a game condition. As is always the case, make up a rule, apply a modifier, and keep the game moving along. If the decision does not seem to be quite right, change it for the next time.

Improvised Weapons

In a survival type of game, there will be situations where players will need to deal with turning anything they can find into a weapon. For something that may not be specifically listed, find something that closely resembles the item in question and decide how much damage the improvised or uncommon weapon should be valued at.

Automatic Weapons

Some military grade weapons have the capability of being fired either in a 3 round burst or at full automatic as opposed to a single shot. Again, these would be weapons that should be uncommon or rare originating in the hands of a Civilian.

Semi-Automatic represents normal fire where the trigger is pulled for each shot that is fired. The next round will automatically be set in the chamber for the next attack (not requiring a pump, lever, or bolt to perform that action).

Burst Fire is a setting for full automatic weapons that would fire a small number of successive bullets from a single pull of the trigger. To represent this, the shooter can opt for either a better chance to hit (Spray the Target) or a better chance to inflict more damage (Concentrated Fire).

Full Automatic is a setting for a firearm that will continue to fire as long as the trigger is held and there is ammunition in the magazine. As the trigger is held, recoil will increase resulting in less and less accuracy (barring any form of stabilizing support like a mount) as each round is discharged. There can be multiple targets and multiple hits associated with this type of attack. *A called shot cannot be attempted with this type of attack.*

See 'Missile Combat' in the following section for additional rules and charts regarding all automatic weapon attacks.

Gameplay

'Stay Alive!' is a modern rules variant for Tunnels & Trolls. If you have played T&T before, then you already know how to play SA! The following pages will review some basic premises behind running a game session and also introduce some new concepts and ideas unique to Stay Alive!

Saving Rolls

Saving Rolls are the common way to resolve attempted actions. 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.

Levels are used to identify how difficult or challenging the attempted action will be. It is up to the GM to assign this value. 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.

| Table 3: Saving Roll Targets			
Saving Roll	Target	Saving Roll	Target
Level 0	10	Level 5	40
Level 1	20	Level 6	45
Level 2	25	Level 7	50
Level 3	30	Level 8	55
Level 4	35	Level 9	60

Some examples:

> Throw and a grappling hook up a 20 foot wall: Level 2 SR vs. DEX
> (A Level 1 SR vs LK to determine if the hook catches)
> Climb the 20 feet using the rope: Level 2 SR vs. STR

A Level 0 Saving Roll is a task that should almost always be successful. Instead of using the proposed target value of 10, you could also require a roll with no specified target where success would only be disrupted by a critical failure roll.

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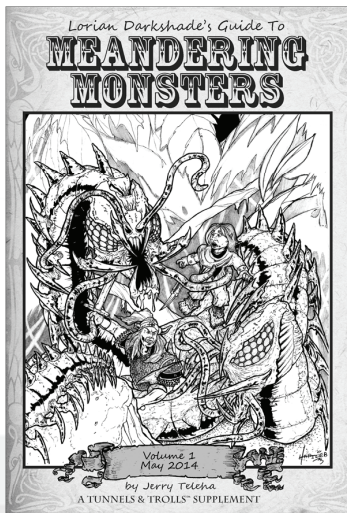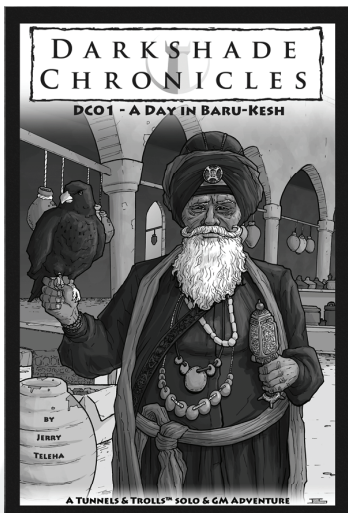
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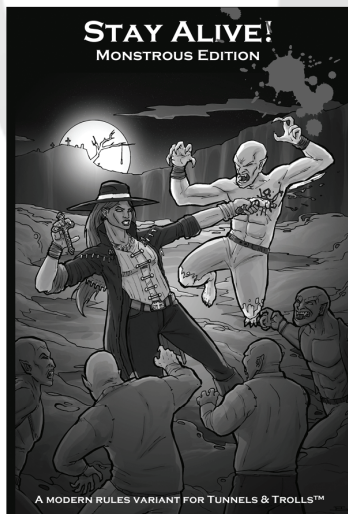
Talents are used to represent specific skills or training a character has that result in a higher level of possible success. Every talent should also have an attribute associated with it. When using a talent, add the value of the talent to the dice roll

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

DARO stands for "Doubles Add and Roll Over". When rolling 2 dice for saving rolls, rolling doubles allows you to roll again. DARO represents the chance or opportunity that no matter how difficult a task, there could be some chance for success. This would not apply to damage rolls if using a weapon that utilizes 2 dice.

Critical Failure occurs if there is a roll of a '1 and 2' on any saving roll attempt. This will always result in a failed saving roll, regardless of the total after adding the attribute and talent (if applicable). On such occasions, it is encouraged to describe in dramatic detail just how this bad luck affects the story.

Facets

'Stay Alive!' introduces two additional 'Facets' that every character has associated with existing attributes. These two facets are 'Stability' and 'Resistance'. Facets are intended to be used in a similar nature as Talents, in association with attempted Savings Rolls with the attributes they are connected to.

Stability is attached to the Guts attribute. It is a reflection of a character's mental stability as situations that could cause fear, madness, or revulsion are dealt with. Stability should be considered if there is ever a situation where a saving roll is required versus Guts that would affect the character's current mental condition. All characters start with a Stability value of zero.

When there is a saving roll required that would test the character's mental faculties, use the current Stability rating as a modifier as you would a talent; it is added to the roll and the attribute score to determine if the saving roll is successful against the level of difficulty. Each time Stability is used in this way, the result of the saving roll will in turn affect its value. If the check is successful, then the value for Stability would increase by 1 point. If the check is unsuccessful, it would decrease by 1 point. If a Critical Failure is rolled on a GUT/Stability check, then the decrease would be doubled to -2.

Example: Liam comes back to his group's safe house and discovers something is amiss. There is a trail of blood leading out the front room and through a doorway. He pulls out his handgun, turns off the safety, and peers through the opening. On the floor is the bloody and gruesome remains of one of his close friends. In this situation, a Guts check could be required to determine Liam's initial reaction. Failure could result in either extreme anger or an emotional breakdown. The negative impact on his Stability would also contribute to future checks representing his deteriorating mental state.

Information regarding Stability can be expanded based on the type of campaign that is being played. The GM could set levels of Stability where madness and paranoia may set in at certain thresholds if the Stability of a character starts to descend into the negatives.

Resistance is attached to Constitution. It is a reflection of a character's natural immunity, or its current state based on environmental realities. Resistance should be considered if there is ever a situation where a saving roll is required versus Constitution that would attack the character's physical immune system. All characters start with a Resistance value of zero.

When there is a saving roll required that would test the character's health/immune system, use the current Resistance rating as a modifier as you would a talent; it is added to the roll and the attribute score to determine if the saving roll is successful against the level of difficulty. Each time Resistance is used in this way, the result of the saving roll will in turn affect its value. If the check is successful, then the value for Resistance would increase by 1 point. If the check is unsuccessful, it would decrease by 1 point. If a Critical Failure is rolled on a CON/Resistance check, then the decrease would be doubled to -2.

Table 4: Adjusting Facets	
Saving Roll Outcome	Adjustment
Successful	Increases by 1 (+1)
Not Successful	Decreases by 1 (-1)
Critical Failure	Decreases by 2 (-2)

The GM can use Resistance in a variety of creative ways. A team being employed by a government and going into a known hostile territory may be given a form of booster shot that would immediately increase a character's Resistance by a certain value. This may be permanent or wear off over time. Forms of drugs could also be administered to weaken an individual, thus reducing the character's Resistance. In both cases, an appropriate saving roll could be asked for determine if the body accepts or fights the drugs affects.

Foes and Combat

Combat in T&T is meant to be simple and straightforward. In some cases, it does lead to some ambiguity and confusion when dealing with very specific situations. The rule to always remember is that combat is more narrative than a blow by blow like other systems. Whether any of the combatants are firing missiles, swinging hand held weapons, or running away, all actions are resolved and applied no matter what. Nothing will interrupt an individual from completing her action in a normal, non-surprise situation.

If you are unfamiliar with combat in T&T, the following list breaks out the basic flow and process to follow.

1. Surprise Attack
2. Magic (if applicable)
3. Missile Combat
4. Choose Your Melee Target
5. Roll Your Combat Dice
6. Calculate Your HPT
7. Figure Hits of Damage
8. Adjust for Armor
9. Adjust Attributes
10. Evaluate the Round

Melee Combat is resolved by having both sides in a conflict roll the attack dice associated with the weapon(s) being used. Combat Adds are added for each participant and a total number representing the combat value is determined for each side. The side with the higher number has the upper hand for that round and the difference is applied as damage against the other. The losing side determines which character gets how much damage. More information on Melee combat in T&T can be found in the standard rulebook.

Missile Combat requires a Saving Roll versus DEX to determine if the attack is successful. The base level of SR required is based on the distance between the attacker and the target.

Table 5: Missile Attack Ranges		
Range		SR Level (Target)
Point Blank	(1 foot or less)	L0 (10)
Easy	(Up to 10 feet)	L1 (20)
Moderate	(Up to 30 feet)	L2 (25)
Challenging	(Up to 100 feet)	L3 (30)
Difficult	(Up to 300 feet)	L4 (35)
Remarkable	(Over 300 feet)	L5 (40)

Some targets may be in cover, moving, or doing other things that may either make a shot easier or harder to be successful. The following is a list of modifiers for missile combat that would affect the SR Level required for the attack roll. A non-modified attack would be a situation where the Attacker and the Target are both moving slowly or are stationary.

Missile attack modifiers are listed in the following charts in two values. You can either adjust the base SR level or the target needed. Both are listed for ease of use – it is not intended for both modifiers to be applied.

Table 6.1: Missile Attack Modifiers		
Missile Attack Conditions	SR Level Mod.	SR Target Mod.
Target Behind Partial Cover	+1	+5
Target Behind Significant Cover	+2	+10
Target Running or Dodging	+2	+10
Attacker Has Time to Aim/Steady	-1	-5
Attacker Attempting a Called Shot	+2	+10
Attacker Running or Dodging	+2	+10
Low Light - Shadows or Moonlight	+2	+10
Low Light - Near Pitch Black	+4	+20
Telescopic Scope (beyond 100 feet)	-2	-10

Additional modifiers should be applied to the saving roll when considering the size of the attempted target. Use the below chart as well when determining the SR Level needed to accomplish a 'Called Shot'.

Table 6.2: Called Shot/Size Modifiers			
Target Size		SR Level Mod.	SR Target Mod.
Tiny	3 inches or less (coin, button)	+4	+20
Small	4 inches to 2 feet (hand, head)	+3	+15
Medium	2 to 5 feet (tire, window, child)	+2	+10
Large	5 to 12 feet (adult, car)	-	-
Huge	12 feet or more (truck, horse)	-1	-5

In most game situations, characters that are firing weapons can be handled simply by rolling one shot per round. Additional levels of complexity can be added by the GM if desired. There are two options for firing fully automatic weapons – Burst Fire or Full Automatic.

Burst Fire represents a controlled burst of normally 3 rounds with a single pull of the trigger. The shooter can elect to go for accuracy (Spay the Target) or to go for inflicting more damage (Concentrated Fire). Modifiers to the saving roll and/or damage are listed below. When 'Spraying the Target', the burst is spread to attempt to have a better opportunity to hit the target, so damage is not affected. When choosing to 'Concentrate Fire', the intent is to maximize damage by grouping the shots together. Additional damage is based on the burst size. A 3 round burst would increase damage by 3d6.

Full Automatic represents a full emptying of all or most of the weapon's magazine. As the range increases, the accuracy will suffer to accommodate the additional kickback of the weapons as it expels round after round. Damage multipliers are applied to the base damage of the weapon being used. This is further modified based on both the range and the number of targets. When trying to hit more than one target, a separate roll for each target is required.

Table 6.3: Automatic Weapon Modifiers			
Burst Fire		SR Level Mod.	SR Target Mod.
Spray the Target		-2	-10
(Increased chance to hit, Damage is not affected)			
Concentrated Fire		+1	+5
(Increased chance for damage, additional dice damage based on burst size)			
Full Automatic	Damage Mod.	SR Level Mod.	SR Target Mod.
1 Target			
Up to 30 ft.	x 5	-1	-5
Up to 100 ft.	x 3	+2	+10
Up to 300 ft.	x 2	+4	+20
2+ Targets			
Up to 30 ft.	x 3 (each)	+1	+5
Up to 100 ft.	x 2 (each)	+ 3	+15
Up to 300 ft.	x 1 (each)	+ 5	+25

Hit Location

Use the Hit Location table for all missile attacks to determine what part of the body has been struck by the missile. Since armor only protects specific parts of the body, it is important to know where the hit occurs to properly apply damage reduction.

Table 7: Hit Location	
Roll 2 D6	Hit Location
2	Head
3	Left Arm
4 - 5	Left Leg
6 - 8	Torso
9 -10	Right Leg
11	Right Arm
12	Heart*

* A missile hit to the heart will result in immediate death. Armor that can totally absorb the damage dealt or that will stop a bullet from penetrating would prevent death.

Being struck in the arm or leg as opposed to the head or chest could be the difference of life and death for the character. Firearms will do excessive amounts of damage and will cause the early end to many characters. Just like in our real world, most people should prefer to not be involved in a gun fight.

Spite Damage

Anytime a natural 6 is rolled in combat, it is considered as potential 'Spite' damage. This represents the reality that when in a combat situation, some damage will always be applied no matter which side is the victor.

Spite damage can 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.

There are multiple ways to deal with Spite damage. Normally, Spite damage is only applied by the losing side against the winning side since the losing side

has already taken damage. If all damage that is applied to the losing side is ab-
sorbed by armor, than the Spite damage generated by the winning side would
also be applied. Another way is to always apply Spite damage no matter which
side wins the combat phase.

Spite damage will always bypass any armor that is being worn (cannot be ab-
sorbed by armor value/hits) when applied.

Adventure Points

Remember that experience, or Adventure Points (AP), are awarded for every
Saving Roll that is attempted. Multiplying the dice roll by the level of the Saving
Roll. This should be applied whether the SR is successful or not.

AP = SR dice roll x SR Level

Adventure Points are also awarded for good ideas, taking risks, completing
missions or tasks, and defeating foes. Be mindful of how APs are used by the
characters in Tunnels & Trolls. Awarding large amounts of experience could
result in characters increasing their attributes very rapidly.

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http://www.trollhalla.com/

http://www.flyingbuffalo.com/tandt.htm

If you have any questions or comments, you can contact me via the Darkshade Publishing website, or my blog: The Delving Dwarf.

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Errata

Updated on 11/29/2013
- Page 19, Telescopic Scope modifier updated to a –10 modifier, corrected from the error that was displaying –5.
- Page 27, Telescopic Scope modifiers updated to be –2/–10, corrected from the error that was displaying +2/+10 in Table 6.1: Missile Attack Modifiers.
- Page 28, added clarification regarding additional damage from choosing to Concentrate Fire: *Additional damage is based on the burst size. A 3 round burst would increase damage by 3d6.*
- Page 28, Concentrated Fire modifier updated to be +5, corrected from the error that was displaying –5 in Table 6.3: Automatic Weapon Modifiers.

NAME	KINDRED	TYPE

ATTRIBUTES

STRENGTH		WEIGHT POSSIBLE
CONSTITUTION		RESISTANCE
GUTS		STABILITY
DEXTERITY		
SPEED		
INTELLIGENCE		
LUCK		
CHARISMA		

CHARACTER INFORMATION

HEIGHT		WEIGHT	
EYES		HAIR	

COMBAT

COMBAT ADDS	

NAME OF WEAPON	DICE

MISSILE ADDS	

NAME OF WEAPON	DICE

LEVEL

ADVENTURE POINTS

TALENTS

NAME OF TALENT	ATTRIBUTE	MODIFIER

RANGE	SR LVL
POINT BLANK (1 FT. OR LESS)	L0 (10)
EASY (UP TO 10 FT.)	L1 (20)
MODERATE (UP TO 30 FT.)	L2 (25)
CHALLENGING (UP TO 100 FT.)	L3 (30)
DIFFICULT (UP TO 300 FT.)	L4 (35)
REMARKABLE (OVER 300 FT.)	L5 (40)

MISSILE MODIFIERS	MOD.
TARGET - PARTIAL COVER	+5
TARGET - SIGNIFICANT COVER	+10
TARGET - RUN/DODGING	+10
ATTACKER - TIME TO AIM	-5
ATTACKER - RUN/DODGING	+10
ATTACKER - CALLED SHOT	*
TINY (COIN, BUTTON)	+20
SMALL (HAND, HEAD)	+15
MEDIUM (TIRE, WINDOW)	+10

NAME OF ARMOR	HITS

POSSESSIONS