

AWESOMESAUCE

THE ROLEPLAYING GAME
TROLLHAMMER EDITION



MARK MEREDITH - PAUL INGRASSIA

AWESOMESAUCE: THE ROLEPLAYING GAME

Welcome to Awesomesauce, the simplest roleplaying game you're going to find. One number, one roll. The game is now in your hands. You decide how your character acts, we just tell you how awesome you are.

CHARACTER CREATION

Name your character. They begin the game with 1 Awesomesauce. Play the game.

THE GAME

When faced with any challenge, your character will roll a number of d6's equal to their Awesomesauce value. They roll a competing roll against the monster or object they are in conflict with.

Example: Dave the Barbarian has 1 Awesomesauce. The Orc he's facing also has 1. They roll their dice against one another. Whoever rolls higher wins.

If you lose, you lose one point of Awesomesauce until you rest. If you are reduced to 0 Awesomesauce, and are in combat, you are unconscious. If you aren't in combat, you cannot attempt that roll again until you've rested.

Example: Bill the Rogue wants to pick a lock. He has 2 Awesomesauce. The lock has 3. Bill rolls, as does the GM. Bill has a 7, while the GM rolled a 12. Bill's Awesomesauce is reduced by 1. He can attempt to roll again, but it's going to be even harder this time.

If you describe doing something awesome, your Awesomesauce will go up by 1, permanently. That's how you grow in power.

Awesomesauce describes everything you do. A mage uses Awesomesauce to cast spells. A barbarian uses Awesomesauce to hit people with swords.

AMAZEBALLS! AN AWESOMESAUCE SUPPLEMENT

Your character still has just one stat: Awesomesauce. However: You can now do things that are *AMAZEBALLS!* At any point, you may choose, when you roll the dice, to expend a certain number of Awesomesauce to do something that is Amazeballs. If you do, first describe the amazing thing you do. You then choose a number of points to reduce your Awesomesauce by, and if you succeed at the roll, rather than reducing the enemy by one Awesomesauce, they are reduced by the amount you were reduced by.

Example: There's a big, scary dragon. Dave the barbarian decides to do a roundhouse kick to the dragon's face, something that is truly Amazeballs. He has five Awesomesauce. The dragon has been reduced to six Awesomesauce. He decides to expend four Awesomesauce. When he does his Amazeballs thing, he rolls, beats the dragon's roll, and now has reduced the dragon to only two Awesomesauce! Now his companions can beat the dragon to a pulp. Unfortunately, he's now reduced to only one Awesomesauce. Poor, poor Dave.

And that's all there is to it!



STORM

AMPLESCREW: AN AWESOMESAUCE SUPPLEMENT

Amplecrew works just like Awesomesauce, but is not expended with use, is only available via an item to which it is permanently linked, and is only usable under a defined set of circumstances. Most items are Amplecrew 1, with 2 being powerful, 3 should be very rare, and 4+ almost non-existent.

Example: After defeating the Orc he was facing, Dave the Barbarian found a Magic Sword (Amplecrew 1) hidden among a pile of bones. The sword will grant him 1 additional, non-expendable Awesomesauce point (one extra d6) for every melee combat roll with it.

Another Example: Fizz the Wiz found a gnarled stick in an abandoned hut. It turns out to be a powerful Magic Wand (Amplecrew 2) that grants him 2 extra Awesomesauce points (2d6) whenever he rolls to cast a spell with it!

Yet Another Example: Bill the Rogue bought a 'Skeleton Key' lock pick (Amplecrew 1) on the black market. Every time he uses this specially crafted tool while attempting to pick a lock, he gets 1 extra Awesomesauce point (1d6) for his roll.



HAMMERED: AN AMPLESCREW OPTION

A weapon with Amplescrew may be designated to be Hammered as well; if Hammered, some or all of the Amplescrew points may be used for additional Awesomesauce loss to opponent instead of for additional combat roll dice. Each Hammered Amplescrew point will cause the opponent to lose 1 additional point of Awesomesauce. Sample: Magic Battleaxe (Awesomesauce 2, Hammered).



TROLLHAMMER'S AWESOMESAUCE HOUSE RULES

House Rule #1: If you describe doing something awesome, your Awesomesauce will go up by 1, permanently. That's how you grow in power. Characters are limited to earning 1 additional Awesomesauce per adventure. They do not necessarily receive one every adventure, only on adventures in which they do something that is awesome.

House Rule #2: Successfully accomplishing something that is Amazeballs qualifies as awesome and earns the character his additional permanent Awesomesauce point for that adventure.

House Rule #3: Multiple allies may attack in unison and add their Awesomesauce scores together for melee combat rolls, but if they lose, each of them loses an Awesomesauce point. If they win, the loser(s) lose one Awesomesauce apiece for each of the allies who attacked.

House Rule #4: Tie rolls for challenges or combat indicate a stalemate and nobody loses an Awesomesauce point. The roll may be attempted again.

House Rule #5: During ranged combat, if the shooter misses, he does NOT lose an Awesomesauce point. I could not justify the next shot being harder, or a character falling unconscious, just because he missed a ranged attack.

House Rule #6: Regain 1 lost Awesomesauce for every five turns spent doing nothing but resting. All lost Awesomesauce automatically regained between adventures.

House Rule #7: Optionally, characters may start with Awesomesauce 2 for a better chance of survival early on.

AWESOMESAUCE: EXPANDED FANTASY BESTIARY

Monsters listed by Awesomesauce level

1 Awesomesauce

Kobold, Goblin, War Dog, Eagle, Green Slime, Gremlin, Ratling

2 Awesomesauce

Orc, Giant Bat, Skeleton, Wolf, Zombie, Bullywug, Darkmantle, Death Frog

3 Awesomesauce

Gelatinous Cube, Gnoll, Pegasus, Tiger, Ghoul, Lizard Man, Cloaker, Centaur, Hobgoblin

4 Awesomesauce

Ogre, Hippogriff, Warg, Wight, Grey Ooze, Draconian, Roper, Bugbear

5 Awesomesauce

Hill Giant, Gryphon, Displacer Beast, Wraith, Ochre Jelly, Mimic, Yuan-ti, Grell, Minotaur

6 Awesomesauce

Stone Giant, Peryton, Ceberus, Spectre, Doppelganger, Naga

7 Awesomesauce

Fire Giant, Chimera, Mummy, Gargoyle, Forest Troll, Owlbear, Cyclops

8 Awesomesauce

Cloud Giant, Sphinx, Vampire, Rock Troll

9 Awesomesauce

Storm Giant, Roc, Lich, Illithid

10 Awesomesauce

Dragon, Balruukh, Soggot, Daemon



A WESOMESAUCE



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