

Name Boulder

Player

Point Total 75

Ht 6'3"

Wt 560 lbs.

Size Modifier 1

Age 41

Unspent Points 0

Notes You're classic hired rubble; you came down from the mountains looking for a job because that's one of the things that superfluous trollish youngsters *do*.

ST	16	[ 0 ]	HP	19	[ 0 ]	MP			Magery:	[ ]
							Staff:	[ ]		
DX	10	[ 0 ]	Will	8	[ 0 ]	<b>Languages</b> Trollish (Native Speaker)(Native) (Illiterate) [ -3 ] Uberwaldean (Accented) [ 2 ]				
IQ	8	[ 0 ]	Per	9	[ 0 ]	<b>Spoken</b> <b>Written</b>				
HT	12	[ 0 ]	FP	12	[ 0 ]	<b>TL: 4</b> [ 0 ] <b>Cultural Familiarities</b> Trollish (Native) [ 0 ]				

BASIC LIFT 80 DAMAGE Thr 1d+1 Sw 2d+2  
 BASIC SPEED 5 [ -10 ] BASIC MOVE 5 [ 0 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	80	BM x 1	5	Dodge	8
Light (1) = 2 x BL	160	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	240	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	480	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	800	BM x 0.2	1	Dodge - 4	4

**TEMPLATES AND METATRAITS**

Moderate-Sized Troll [ 83 ]

Racial Skill Point Bonus (Brawling) 2 [2]; Resistant (Disease) (Occasional) (+3) [3]; Troll HT Bonus 2 [20]; Troll Perception Bonus 1 [5]; Troll SM Bonus 1 [0]; Troll ST Bonus 6 (Size) [54]; Odious Racial Habit (Hitting People) -1 [-5]; Troll IQ Penalty -2 [-40]; Damage Resistance 5 [25]; Fearlessness 4 [8]; High Pain Threshold [10]; Lifting ST 4 (Size) [11]; Night Vision 3 [3]; Protected Eyes 3 [3]; Temperature Tolerance (Cold) 2 [3]; Longevity [1]; Striking Surface [1]; Appearance (Ugly) [-8]; Troll Brain [-10]; Brawling Society [-1]; Cannot Float [-1]; Weak Spot (Neck) [-1].

**ADVANTAGES AND PERKS**

Extra Hit Points 3 (Affects HP; Size) [ 6 ]  
 Fearlessness 5 [ 10 ]  
 Limited Camouflage (Stone) [ 1 ]

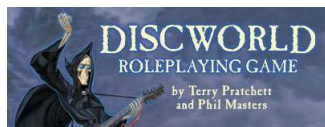
**DISADVANTAGES AND QUIRKS**

Innumerate [ -5 ]  
 Overconfidence (12 or less) [ -5 ]  
 Status -1 [ -5 ]  
 Wealth (Struggling) [ -10 ]  
 Blunt and Tactless [ -1 ]  
 Staid [ -1 ]

DR	2+5	TL: 4 [ 0 ] Cultural Familiarities Trollish (Native) [ 0 ]
PARRY	8	<b>Reaction Modifiers</b>  <b>Appearance:</b> -2/-2 <i>Unappealing Includes:</i> -2 from 'Appearance' <i>Appealing Includes:</i> -2 from 'Appearance' <b>Status:</b> -1; <i>Includes:</i> -1 from 'Status'  <b>Other:</b> +0 Conditional: -1 from 'Odious Racial Habit (Hitting People)' when people are aware of the issue, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
Axe/Mace BLOCK	8	
Shield		

**SKILLS**

Name	Level	Relative Level
Axe/Mace	11	DX+1 [ 4 ]
Brawling	11	DX+1 [ 0 ]
Includes: +2pts from 'Racial Skill Point Bonus (Brawling)'		
Camouflage	9	IQ+1 [ 2 ]
Conditional: +2 from 'Limited Camouflage (Stone)' when stationary and unclad against a stone background		
Forced Entry	11	DX+1 [ 2 ]
Intimidation	8	Will+0 [ 2 ]
Shield	10	DX+0 [ 1 ]
Survival (Mountain)	9	Per+0 [ 2 ]



Boulder

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d cr	C,1	11	(8)			
	Bite	1d cr	C,1	11	(No)			
	Kick	1d+1 cr	C,1	9	(No)			
1	Club	2d+4 cr	1	11	(8U) 12		1.75	5
1	Shield	1d+1 cr	1	10	(No)		6	30

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
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**SPEED/RANGE TABLE**

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp* or *Pi* attacks can target vitals at -3 or eyes at -9.

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**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Light Armour	full suit, skull	35	40

**APPEARANCE**

A low-grade troll with few social graces, but quite placid really. Looks like a walking boulder. NOTE: Carries a shield which gives +2 to Defence Rolls.

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	-10	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	99	]
Disadvantages/Quirks	[	-27	]
Skills/Standardised Spells	[	13	]
Other	[		]