

Name Outcrop

Player

Point Total 125

Ht 6'6"

Wt 430 lbs.

Size Modifier 1

Age Umm...

Unspent Points 0

Notes A typically burly rustic troll with odd quartz inclusions along his left arm and hand.

ST	17	[ 9 ]	HP	17	CURRENT	[ 0 ]
DX	11	[ 20 ]	Will	9		[ 5 ]
IQ	8	[ 0 ]	Per	9		[ 0 ]
HT	12	[ 0 ]	FP	12	CURRENT	[ 0 ]

BASIC LIFT 88 DAMAGE Thr 1d+2 Sw 3d-1  
 BASIC SPEED 6 [ 5 ] BASIC MOVE 6 [ 0 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	88	BM x 1	6	Dodge	9
Light (1) = 2 x BL	176	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	264	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	528	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	880	BM x 0.2	1	Dodge - 4	5

### 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

Absolute Direction [ 5 ]

### DISADVANTAGES AND QUIRKS

Chummy [ -5 ]  
 Innumerate [ -5 ]  
 Status -1 [ -5 ]  
 Wealth (Struggling) [ -10 ]  
 Attentive (+1 on long tasks, but -3 to notice important interruptions) [ -1 ]  
 Code of Honor (Maintain the Bandit Style) [ -1 ]  
 Distinctive Feature (Quartz inclusions on left arm and hand) [ -1 ]

MP	CURRENT	Magery:	[ ]
		Staff:	[ ]

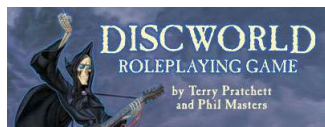
Languages	Spoken	Written
Morporkian	(Native)	[ 3 ]
Trollish (Native Speaker)	(Native)	(Illiterate) [ -3 ]

DR	TL: 4	[ 0 ]
0+5	Cultural Familiarities	
	Sto Plains/Uberwald	[ 1 ]
	Trollish (Native)	[ 0 ]

PARRY	Reaction Modifiers
9	Appearance: -2/-2
Brawling	Unappealing Includes: -2 from 'Appearance'
BLOCK	Appealing Includes: -2 from 'Appearance'
6	Status: -1; Includes: -1 from 'Status'
DX	Other: +0
	Conditional: -1 from 'Odious Racial Habit (Hitting People)' when people are aware of the issue

### SKILLS

Name	Level	Relative Level
Area Knowledge (Hubwards Sto Lat)	9	IQ+1 [ 2 ]
Brawling	13	DX+2 [ 2 ]
Includes: +2pts from 'Racial Skill Point Bonus (Brawling)'		
Camouflage	10	IQ+2 [ 4 ]
Carousing	12	HT+0 [ 1 ]
Intimidation	9	Will+0 [ 2 ]
Observation	9	Per+0 [ 2 ]
Stealth	11	DX+0 [ 2 ]
Survival (Plains)	9	Per+0 [ 2 ]
Throwing	11	DX+0 [ 2 ]
Traps/TL4	8	IQ+0 [ 2 ]
Two-Handed Axe/Mace	12	DX+1 [ 4 ]



Outcrop

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d+2 cr	C,1	13	(9)			
	Bite	1d+2 cr	C,1	13	(No)			
	Kick	1d+3 cr	C,1	11	(No)			
1	Very Big Club	3d+4 cr	1,2*	12	(9U) 16‡		5	15

**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	Cord, 3/16" (per 10 yards)		.05	.5
1	Minimal Clothes		0	1
1	Personal Basics		.25	1
2	Pole, 6'		.5	6
1	Pouch		.5	0
1	Shovel		.6	6
1	Spare Cash		3.1	0

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[	39	]
Advantages/Perks/TL/Languages/Cultural Familiarity	[	89	]
Disadvantages/Quirks	[	-28	]
Skills/Standardised Spells	[	25	]
Other	[		]