

Name Stalagmite

Player

Point Total 75

Ht 6'10"

Wt 280 lbs.

Size Modifier 1 Age 44

Unspent Points 0

Notes Classic hired rubble, down out of the high mountains in search of a job and a party.

ST	15	[0]	HP	15	CURRENT		[0]
DX	10	[0]	Will	10			[10]
IQ	8	[0]	Per	9			[0]
HT	12	[0]	FP	12	CURRENT		[0]

BASIC LIFT 72 DAMAGE Thr 1d+1 Sw 2d+1
 BASIC SPEED 6 [10] BASIC MOVE 6 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	72	BM x 1	6	Dodge	9
Light (1) = 2 x BL	144	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	216	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	432	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	720	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

Damage Resistance 2 [10]

DISADVANTAGES AND QUIRKS

Compulsive Carousing (6 or less) [-10]
 Innumerate [-5]
 Reduced ST -1 (Affects ST; Size) [-9]
 Short Attention Span (15 or less) [-5]
 Skinny [-5]
 Status -1 [-5]
 Ugliness is "Universal" - Trolls respond to it too [-2]
 Wealth (Struggling) [-10]
 Code of Honour (Sticks to agreements as much as seems safe) [-1]
 Horrible Hangovers [-1]

CURRENT		Magery: [] Staff: []

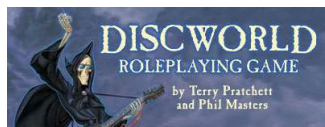
Languages	Spoken	Written
Trollish (Native Speaker)	(Native)	(Illiterate) [-3]
Uberwaldean	(Accented)	[2]

DR	TL: 4 [0]
2+7	Cultural Familiarities
	Sto Plains/Uberwald [1]
	Trollish (Native) [0]

PARRY	Reaction Modifiers Appearance: -2/-2 <i>Unappealing Includes: -2 from 'Appearance'</i> <i>Appealing Includes: -2 from 'Appearance'</i> Status: -1; Includes: -1 from 'Status' Other: +0 Conditional: -1 from 'Odious Racial Habit (Hitting People)' when people are aware of the issue, -1 from 'Compulsive Carousing' when from people who disapprove
8	
Polearm	
BLOCK	
6	
DX	

SKILLS

Name	Level	Relative Level
Area Knowledge (Home Mountains)	9	IQ+1 [2]
Brawling	11	DX+1 [0]
Includes: +2pts from 'Racial Skill Point Bonus (Brawling)'		
Carousing	13	HT+1 [2]
Connoisseur (Music)	7	IQ-1 [1]
Intimidation	10	Will+0 [2]
Navigation/TL4 (Land)	8	IQ+0 [2]
Polearm	11	DX+1 [4]
Streetwise	8	IQ+0 [2]



Stalagmite

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	Halberd					7.5	12
	Swing/cut	2d+6 cut	2,3*	11 (8U) 13‡			
	Swing/imp	2d+5 imp	2,3*	11 (8U) 13‡	[2]		
	Thrust	1d+4 imp	1-3*	11 (8U) 12‡			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight

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 tall, thin, pointy-headed troll with a polearm and a serious expression.

POINTS SUMMARY

Attributes/Secondary Characteristics	[20]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[93]
Disadvantages/Quirks	[-53]
Skills/Standardised Spells	[15]
Other	[]