

Name Boulder  
 Ht 6'3" Wt 560 lbs. Size Modifier 1 Age 41  
 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*.

<b>ST</b>	16	[ 0 ]	<b>HP</b>	19	[ 0 ]
<b>DX</b>	10	[ 0 ]	<b>Will</b>	8	[ 0 ]
<b>IQ</b>	8	[ 0 ]	<b>Per</b>	9	[ 0 ]
<b>HT</b>	12	[ 0 ]	<b>FP</b>	12	[ 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 ]

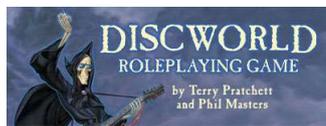
<b>MP</b>		Magery: [ ] Staff: [ ]
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Languages	Spoken	Written
Trollish (Native Speaker)	(Native)	(Illiterate) [ -3 ]
Uberwaldean	(Accented)	[ 2 ]

<b>DR</b>	<b>TL: 4</b> [ 0 ]
<b>2+5</b>	<b>Cultural Familiarities</b> Trollish (Native) [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
8	<b>Appearance: -2/-2</b> <i>Unappealing Includes: -2 from 'Appearance'</i> <i>Appealing Includes: -2 from 'Appearance'</i> <b>Status: -1; Includes: -1 from 'Status'</b>
<b>Axe/Mace BLOCK</b>	<b>Other: +0</b> 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
8	
Shield	

SKILLS		
Name	Level	Relative Level
Axe/Mace	11	DX+1 [ 4 ]
Brawling	11	DX+1 [ 0 ]
Camouflage	9	IQ+1 [ 2 ]
Includes: +2pts from 'Racial Skill Point Bonus (Brawling)'		
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	[ ]