

Name **Lance-Constable Loam** Player
 Ht **6'6"** Wt **430 lbs.** Size Modifier **1** Age **19**
 Notes *A modern troll who wants to be good.*

Point Total **100**
 Unspent Points **0**

ST	16	[0]	HP	16	CURRENT	[0]
DX	10	[0]	Will	10		[10]
IQ	8	[0]	Per	9		[0]
HT	12	[0]	FP	12	CURRENT	[0]

BASIC LIFT 80 DAMAGE Thr 1d+1 Sw 2d+2
 BASIC SPEED 5.5 [0] 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

Medium-Sized Troll [83]
 Medium-Sized Troll ST Bonus 6 (Size) [54]; Medium-Sized Troll SM Bonus 1 [0]; Medium-Sized Troll IQ Penalty -2 [-40]; Medium-Sized Troll HT Bonus 2 [20]; Medium-Sized Troll Perception Bonus 1 [5]; Longevity [1]; Striking Surface [1]; Damage Resistance 5 [25]; Fearlessness 4 [8]; High Pain Threshold [10]; Lifting ST 4 (Size) [11]; Night Vision 3 [3]; Protected Eyes 3 [3]; Resistant (Disease) (Occasional) (+3) [3]; Temperature Tolerance 2 (Cold) [3]; Cannot Float [-1]; Brawling Society [-1]; Weak Spot (Neck) [-1]; Appearance (Ugly) [-8]; Odious Racial Habit (Hitting People) -1 [-5]; Troll Brain [-10]; Racial Skill Point Bonus (Brawling) 2 [2].

ADVANTAGES AND PERKS

Legal Enforcement Powers 1 [5]
 Watch Rank 0 [0]

DISADVANTAGES AND QUIRKS

Duty (Watchman) (9 or less (fairly often)) [-5]
 Selfless (12 or less) [-5]

MP	CURRENT		Magery: [] Staff: []
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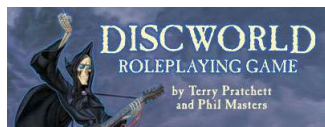
Languages	Spoken	Written
Morporkian	(Accented)	[2]
Trollish (Native Speaker)	(Native)	(Illiterate) [-3]

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

PARRY	Reaction Modifiers
9	Appearance: -2/-2 Unappealing Includes: -2 from 'Appearance' Appealing Includes: -2 from 'Appearance'
Brawling	Status: +0
BLOCK	Other: +0 Conditional: -1 from 'Odious Racial Habit (Hitting People)' when people notice your problem
6	
DX	

SKILLS

Name	Level	Relative Level
Brawling	12	DX+2 [2]
Includes: +2pts from 'Racial Skill Point Bonus (Brawling)'		
Crossbow	11	DX+1 [2]
Intimidation	10	Will+0 [2]
Search	10	Per+1 [4]
Two-Handed Axe/Mace	10	DX+0 [2]



Lance-Constable Loam

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d+1 cr	C,1	12 (9)			
	Bite	1d+1 cr	C,1	12 (No)			
	Kick	1d+2 cr	C,1	10 (No)			
1	Very Big Club	2d+7 cr	1,2*	10 (8U) 16‡		5	15

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Troll Crossbow	1d+6 imp	4	352 / 448	1	1(4)	11	16‡	-9			[2]	10	12

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	Box of 20 matches		.2	0
1	Hourglass		2	2
1	Lantern		1	2
1	Oil (per pint)		.1	1
1	Shoulder Quiver		.5	.5
12	Troll Crossbow Bolt		1.2	1.2
1	Very Light Troll Armour	all	15	18
1	Watchman's Hand-Bell		2	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[10]
Advantages/Perks/TL/Languages/Cultural Familiarity	[88]
Disadvantages/Quirks	[-10]
Skills/Standardised Spells	[12]
Other	[]