

Troll

Grade C

Giant Humanoid

Defense 12, **AR** 2

Vulnerabilities Corrosive, Fire

Health 50, **Speed** 13

Senses Dark Vision (30 yards)

-1 Communication

+6 Constitution (Stamina)

-1 Cunning

+2 Dexterity (Bite)

+0 Magic

+0 Perception (Smelling, Tracking)

+6 Strength

+0 Willpower (Morale)

Melee Bite +4 (1d6+6), Claws +6 (1d6+9)

Favored Stunts: List

Weapon Groups: Brawling

Powers

Regeneration: A troll can take a breather any time as a minor action, regaining 5+Constitution Health (11). Doesn't affect damage caused by vulnerabilities.

Trolls are tall, gangly looking creatures that have long noses, and rubbery skin, often green in coloration. They have full heads of hair, but they also grow isolated tufts of it all over their bodies. Their teeth are often in poor condition, and they have completely black eyes. Trolls are frightfully strong considering their apparent body structure and they rarely back down from confrontation because pain is something they generally can ignore. Trolls speak Trollish, a language related to giantish.

