

Portrait 	<b>Identity</b>	<b>Player Information</b>	<b>400 Points</b>
	Name: <b>Kraeg the Bent</b> Title: _____ Religion: _____	Player: <b>NPC</b> Campaign: _____ Created On: <b>Jun 2, 2010</b>	Attributes: <b>79</b> Advantages: <b>45</b> Disadvantages: <b>-50</b> Quirks: <b>0</b> Skills: <b>98</b> Spells: <b>0</b> Race: <b>228</b> Earned: <b>0</b>
<b>Description</b>			
Race: <b>Troll</b>	Height: <b>9' 5"</b>	Hair: <b>Black</b>	
Gender: <b>Male</b>	Weight: <b>1,000 lb</b>	Eyes: <b>Black</b>	
Age: <b>32</b>	Size: <b>+ 1</b>	Skin: <b>Green</b>	
Birthday: _____	TL: <b>3</b>	Hand: <b>Both</b>	

<b>Attributes</b>	<b>Encumbrance, Move &amp; Dodge</b>	<b>Hit Location</b>	<b>Fatigue/Hit Points</b>																																																																																																																														
Strength (ST): <b>23</b> Dexterity (DX): <b>12</b> Intelligence (IQ): <b>10</b> Health (HT): <b>14</b> Will: <b>9</b> Fright Check: <b>11</b> Basic Speed: <b>6</b> Basic Move: <b>7</b> Perception: <b>13</b> Vision: <b>13</b> Hearing: <b>13</b> Taste & Smell: <b>14</b> Touch: <b>13</b> thr: <b>2d+1</b> sw: <b>4d+1</b>	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>• None (0)</td> <td><b>106 lb</b></td> <td><b>7</b></td> <td><b>10</b></td> </tr> <tr> <td>Light (1)</td> <td><b>212 lb</b></td> <td><b>5</b></td> <td><b>9</b></td> </tr> <tr> <td>Medium (2)</td> <td><b>318 lb</b></td> <td><b>4</b></td> <td><b>8</b></td> </tr> <tr> <td>Heavy (3)</td> <td><b>636 lb</b></td> <td><b>2</b></td> <td><b>7</b></td> </tr> <tr> <td>X-Heavy (4)</td> <td><b>1,060 lb</b></td> <td><b>1</b></td> <td><b>6</b></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td><b>106 lb</b></td> </tr> <tr> <td>One-Handed Lift:</td> <td><b>212 lb</b></td> </tr> <tr> <td>Two-Handed Lift:</td> <td><b>848 lb</b></td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td><b>1,272 lb</b></td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td><b>2,544 lb</b></td> </tr> <tr> <td>Carry On Back:</td> <td><b>1,590 lb</b></td> </tr> <tr> <td>Shift Slightly:</td> <td><b>5,300 lb</b></td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	• None (0)	<b>106 lb</b>	<b>7</b>	<b>10</b>	Light (1)	<b>212 lb</b>	<b>5</b>	<b>9</b>	Medium (2)	<b>318 lb</b>	<b>4</b>	<b>8</b>	Heavy (3)	<b>636 lb</b>	<b>2</b>	<b>7</b>	X-Heavy (4)	<b>1,060 lb</b>	<b>1</b>	<b>6</b>	Lifting & Moving Things		Basic Lift:	<b>106 lb</b>	One-Handed Lift:	<b>212 lb</b>	Two-Handed Lift:	<b>848 lb</b>	Shove & Knock Over:	<b>1,272 lb</b>	Running Shove & Knock Over:	<b>2,544 lb</b>	Carry On Back:	<b>1,590 lb</b>	Shift Slightly:	<b>5,300 lb</b>	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>5</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>3</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>3</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>3</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>7</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>7</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>3</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>3</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>3</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>3</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>3</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>7</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	5	5	Face	-5	3	6-7	R. Leg	-2	3	8	R. Arm	-2	3	9-10	Torso	0	7	11	Groin	-3	7	12	L. Arm	-2	3	13-14	L. Leg	-2	3	15	Hand	-4	3	16	Foot	-4	3	17-18	Neck	-5	3	-	Vitals	-3	7	<table border="1"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td><b>14</b></td> </tr> <tr> <td>Tired:</td> <td><b>4</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Unconscious:</td> <td><b>-14</b></td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td><b>32</b></td> </tr> <tr> <td>Reeling:</td> <td><b>10</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Check #1:</td> <td><b>-32</b></td> </tr> <tr> <td>Check #2:</td> <td><b>-64</b></td> </tr> <tr> <td>Check #3:</td> <td><b>-96</b></td> </tr> <tr> <td>Check #4:</td> <td><b>-128</b></td> </tr> <tr> <td>Dead:</td> <td><b>-160</b></td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	<b>14</b>	Tired:	<b>4</b>	Collapse:	<b>0</b>	Unconscious:	<b>-14</b>	Current HP:	_____	Basic HP:	<b>32</b>	Reeling:	<b>10</b>	Collapse:	<b>0</b>	Check #1:	<b>-32</b>	Check #2:	<b>-64</b>	Check #3:	<b>-96</b>	Check #4:	<b>-128</b>	Dead:	<b>-160</b>
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<b>Advantages &amp; Disadvantages</b>	<b>Pts</b>	<b>Ref</b>	<b>Skills</b>	<b>SL</b>	<b>RSL</b>	<b>Pts</b>	<b>Ref</b>
<b>Ambidexterity</b>	<b>5</b>	<b>B39</b>	<b>Area Knowledge (Homeland)</b>	<b>11</b>	<b>IQ+1</b>	<b>2</b>	<b>B176</b>
<b>Berserk</b> CR: 12 (Quite Often); Battle Rage, +50%.	<b>-15</b>	<b>B124</b>	<b>Brawling</b>	<b>16</b>	<b>DX+4</b>	<b>12</b>	<b>B182</b>
<b>Bloodlust</b> CR: 9 (Fairly Often).	<b>-15</b>	<b>B125</b>	<b>Broadsword</b>	<b>14</b>	<b>DX+2</b>	<b>8</b>	<b>B208</b>
<b>Combat Reflexes</b> Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)	<b>15</b>	<b>B43</b>	<b>Camouflage</b>	<b>12</b>	<b>IQ+2</b>	<b>2</b>	<b>B183</b>
<b>Extra Attack 1</b>	<b>25</b>	<b>B53</b>	<b>Climbing</b>	<b>12</b>	<b>DX+0</b>	<b>2</b>	<b>B183</b>
<b>Hunchback</b>	<b>-10</b>	<b>B139</b>	<b>Fast-Draw (Sword)</b>	<b>13</b>	<b>DX+0</b>	<b>1</b>	<b>B194</b>
<b>No Sense of Humor</b> -2 Reaction	<b>-10</b>	<b>B146</b>	<b>Feint (Broadsword)</b>	<b>17</b>	<b>+ 3</b>	<b>4</b>	<b>B231</b>
<b>Troll</b>	<b>228</b>	<b>DF3:16</b>	<b>Forced Entry</b>	<b>13</b>	<b>DX+1</b>	<b>2</b>	<b>B196</b>
<b>Acute Taste &amp; Smell 1</b>	<b>2</b>	<b>B35</b>	<b>Hiking</b>	<b>14</b>	<b>HT+0</b>	<b>2</b>	<b>B200</b>
<b>Appearance (Monstrous)</b>	<b>-20</b>	<b>B21</b>	<b>Leatherworking</b>	<b>14</b>	<b>DX+2</b>	<b>4</b>	<b>B205</b>
<b>Bad Temper</b> CR: 12 (Quite Often).	<b>-10</b>	<b>B124</b>	<b>Mimicry (Animal Sounds)</b>	<b>10</b>	<b>IQ+0</b>	<b>4</b>	<b>B210</b>
<b>Bloodlust</b> CR: 9 (Fairly Often).	<b>-15</b>	<b>B125</b>	<b>Neck Snap (ST)</b>	<b>23</b>	<b>+ 0</b>	<b>5</b>	<b>B232, MA77</b>
<b>Breath-Holding 3</b>	<b>6</b>	<b>B41</b>	<b>Observation</b>	<b>13</b>	<b>Per+0</b>	<b>2</b>	<b>B211</b>
<b>Callous</b>	<b>-5</b>	<b>B125</b>	<b>Running</b>	<b>13</b>	<b>HT-1</b>	<b>1</b>	<b>B218</b>
<b>Claws, Sharp (Hands)</b> Only pay for hands or feet, not both	<b>5</b>	<b>B42</b>	<b>Savoir-Faire (Underworld)</b>	<b>10</b>	<b>IQ+0</b>	<b>1</b>	<b>B218</b>
<b>Damage Resistance 3</b> Tough Skin, -40%.	<b>9</b>	<b>B47</b>	<b>Scrounging</b>	<b>13</b>	<b>Per+0</b>	<b>1</b>	<b>B218</b>
<b>Dark Vision</b>	<b>25</b>	<b>B47</b>	<b>Search</b>	<b>14</b>	<b>Per+1</b>	<b>4</b>	<b>B219</b>
<b>Discriminatory Smell</b> Illusion Sense, +50%.	<b>23</b>	<b>B49</b>	<b>Stealth</b>	<b>13</b>	<b>DX+1</b>	<b>4</b>	<b>B222</b>
<b>Extra Attack 1</b> Single Skill (Brawling), -20%.	<b>20</b>	<b>B53</b>	<b>Survival (Mountain)</b>	<b>13</b>	<b>Per+0</b>	<b>2</b>	<b>B223</b>
			<b>Survival (Swampland)</b>	<b>13</b>	<b>Per+0</b>	<b>2</b>	<b>B223</b>
			<b>Survival (Woodlands)</b>	<b>13</b>	<b>Per+0</b>	<b>2</b>	<b>B223</b>
			<b>Swimming</b>	<b>15</b>	<b>HT+1</b>	<b>2</b>	<b>B224</b>
			<b>Thrown Weapon (Spear)</b>	<b>14</b>	<b>DX+2</b>	<b>4</b>	<b>B226</b>
			<b>Tracking</b>	<b>13</b>	<b>Per+0</b>	<b>2</b>	<b>B226</b>
			<b>Traps/TL3</b>	<b>10</b>	<b>IQ+0</b>	<b>2</b>	<b>B226</b>
			<b>Weather Sense/TL3</b>	<b>11</b>	<b>IQ+1</b>	<b>4</b>	<b>B209</b>
			<b>Wrench Spine (ST)</b>	<b>23</b>	<b>+ 0</b>	<b>5</b>	<b>MA82</b>

Advantages & Disadvantages	Pts	Ref
<b>Fit</b> +1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	B55
<b>Frightens Animals</b>	-10	B137
<b>Gluttony</b> CR: 9 (Fairly Often).	-7	B137
<b>Hard to Kill 3</b>	6	B58
<b>High Pain Threshold</b> Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture	10	B59
<b>Increased Consumption (Consumption x2)</b>	-10	B139
<b>Modified Attribute: DX 1</b>	20	B15
<b>Modified Attribute: HP 4</b> Size 1, -10%.	8	B16
<b>Modified Attribute: HT 2</b>	20	B14
<b>Modified Attribute: Int - 1</b>	-20	B15
<b>Modified Attribute: Move 1</b>	5	B16
<b>Modified Attribute: Per 3</b>	15	B16
<b>Modified Attribute: Speed 1</b>	5	B16
<b>Modified Attribute: ST 8</b> Size 1, -10%.	72	B14
<b>Nictitating Membrane 1</b>	1	B71
<b>Odious Racial Habit</b> Eats other Sapient; -3 Reaction	-15	B22
<b>Quirk: Intensely dislikes full daylight and dry conditions</b> Intensely dislikes full daylight and dry conditions	-1	
<b>Regeneration</b> Very Fast (You recover 1 HP per second), +100; Not Fire or Acid, -20%.	80	B80
<b>Regrowth</b>	40	B80
<b>Resistant</b> Metabolic Hazards, +30; +3 to all HT rolls to resist, x0.33.	10	B81
<b>Size Modifier: 1</b>	0	B16
<b>Social Stigma (Monster)</b> -3 reaction; -6 to skills; Denied entry to town on 9 or less	-15	DF3:11
<b>Teeth, Sharp</b>	1	B91
<b>Temperature Tolerance 3</b> Centered at 50 degrees	3	B93
<b>Universal Digestion</b>	5	B95
<b>Unkillable 2</b> Achilles' Heal (Fire), -50%; Achilles Heel (Acid), -50%.	20	B95
<b>Vulnerability (Acid, Damage x2)</b>	-30	B161
<b>Vulnerability (Fire, Damage x2)</b>	-30	B161

Skills	SL	RSL	Pts	Ref
<b>Wrestling</b>	15	DX+3	12	B228

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>"Bopper" Ironwood Club</b> Balanced	Swung	15	11	No	4d+2 cr	1	10
<b>"Bopper" Ironwood Club</b> Balanced	Thrust	15	11	No	2d+2 cr	1	10
<b>"Lopper" Iron Falchion</b> Balanced	Swung	15	11U	No	4d+3 cut	1	11
<b>"Lopper" Iron Falchion</b> Balanced	Thrust	15	11U	No	2d cr	1	11

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Claws, Sharp (Hands)</b> Only pay for hands or feet, not both	Slash	16	12	No	2d+2 cut	C	
<b>Natural</b>	Kick	14	No		2d+3 cr	C,1	
<b>Natural</b>	Punch	16	12		2d+2 cr	C	
<b>Teeth, Sharp</b>	Bite	16	No	No	2d+2 cut	C	

Equipment (32.5 lb; \$1,105)	? #	\$	Lb	\$	Lb	Ref
<b>Layered Leather Cuirass (DR4)</b>	E 1	450	25	450	25	B283
<b>"Bopper" Ironwood Club</b> Balanced	E 1	5	3	5	3	B271
<b>"Lopper" Iron Falchion</b> Balanced	E 1	650	4.5	650	4.5	B271

#### Notes

"You shuddup and die, no talking, Kraeg know you looking at his back, I do same to you...c'mere."

Kraeg "The Bent" is an enormous specimen of his race, who would tower over shorter trolls like Krupp if not for his hunched back. He claims his mame was horribly maimed by fire and while bearing him she was less than gentle.

He prefers to bludgeon his victims to death with hands, clubs or brutal grappling techniques.

Kraeg enjoys working with Krupp as he takes care of all the talking and Kraeg gets to do the two things he likes best, Eat and Kill.

He is rarely encountered alone, almost always in the company of Krupp.