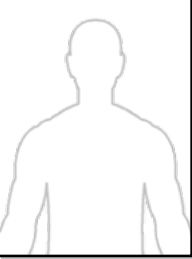


Portrait	Identity	Player Information	400 Points
	Name: <b>Krupp the Featherer</b>	Player: <b>NPC</b>	Attributes: <b>126</b>
	Title: <b>"The Foul"</b>	Campaign:	Advantages: <b>20</b>
	Religion:	Created On: <b>Jun 2, 2010</b>	Disadvantages: <b>-65</b>
Description			
Race: <b>Troll</b>	Height: <b>9' 5"</b>	Hair: <b>Black</b>	Quirks: <b>-2</b>
Gender: <b>Male</b>	Weight: <b>600 lb</b>	Eyes: <b>Black</b>	Skills: <b>88</b>
Age: <b>32</b>	Size: <b>+ 2</b>	Skin: <b>Green</b>	Spells: <b>0</b>
Birthday: <b>Growing</b>	TL: <b>3</b>	Hand: <b>Right</b>	Race: <b>233</b>
			Earned: <b>0</b>

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points
Strength (ST): <b>20</b>	Level Max Load Move Dodge	Roll Where - DR	Current FP: _____
Dexterity (DX): <b>14</b>	• None (0) <b>80 lb</b> <b>9</b> <b>12</b>	- Eye -9 0	Basic FP: <b>13</b>
Intelligence (IQ): <b>11</b>	Light (1) <b>160 lb</b> <b>7</b> <b>11</b>	3-4 Skull -7 5	Tired: <b>4</b>
Health (HT): <b>13</b>	Medium (2) <b>240 lb</b> <b>5</b> <b>10</b>	5 Face -5 3	Collapse: <b>0</b>
Will: <b>9</b>	Heavy (3) <b>480 lb</b> <b>3</b> <b>9</b>	6-7 R. Leg -2 7	Unconscious: <b>-13</b>
Fright Check: <b>11</b>	X-Heavy (4) <b>800 lb</b> <b>1</b> <b>8</b>	8 R. Arm -2 7	Current HP: _____
Basic Speed: <b>8</b>	Lifting & Moving Things	9-10 Torso 0 8	Basic HP: <b>27</b>
Basic Move: <b>9</b>	Basic Lift: <b>80 lb</b>	11 Groin -3 8	Reeling: <b>8</b>
Perception: <b>14</b>	One-Handed Lift: <b>160 lb</b>	12 L. Arm -2 7	Collapse: <b>0</b>
Vision: <b>16</b>	Two-Handed Lift: <b>640 lb</b>	13-14 L. Leg -2 7	Check #1: <b>-27</b>
Hearing: <b>14</b>	Shove & Knock Over: <b>960 lb</b>	15 Hand -4 3	Check #2: <b>-54</b>
Taste & Smell: <b>15</b>	Running Shove & Knock Over: <b>1,920 lb</b>	16 Foot -4 3	Check #3: <b>-81</b>
Touch: <b>14</b>	Carry On Back: <b>1,200 lb</b>	17-18 Neck -5 3	Check #4: <b>-108</b>
thr: <b>2d-1</b> sw: <b>3d+2</b>	Shift Slightly: <b>4,000 lb</b>	- Vitals -3 8	Dead: <b>-135</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Acute Vision 2</b>	4	B35	<b>Area Knowledge (Homeland)</b>	12	IQ+1	2	B176
<b>Bad Smell</b> -2 Reaction penalty	-10	B128	<b>Armoury/TL3 (Missile Weapons)</b>	11	IQ+0	2	B178
<b>Bully</b> CR: 9 (Fairly Often).	-15	B125	<b>Artist (Woodworking)</b>	10	IQ-1	2	B179
<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)	15	B43	<b>Bow</b>	16	DX+2	8	B182
<b>Fragile (Combustible)</b>	-5	B136	<b>Brawling</b>	16	DX+2	4	B182
<b>Greed</b> CR: 12 (Quite Often).	-15	B137	<b>Camouflage</b>	12	IQ+1	2	B183
<b>Unluckiness</b>	-10	B160	<b>Climbing</b>	14	DX+0	2	B183
<b>Dislikes Torches</b>	-1	B164	<b>Cooking (Human)</b>	12	IQ+1	2	B185
<b>Third Person</b> You always refer to yourself by name.	-1	Sup33	<b>Fast-Draw (Arrow)</b>	16	DX+1	2	B194
<b>Trademark (Eats the Brains)</b>	-5	B159	<b>Fast-Draw (Sword)</b>	15	DX+0	1	B194
<b>Social Stigma (Known Criminal)</b> -1 Reaction, -2 for cops & judges after public denouncement or visible sign	-5	BS186	<b>Forced Entry</b>	15	DX+1	2	B196
<b>Weapon Bond</b> "Neck Cleaver"	1	HT250, MA52	<b>Hiking</b>	13	HT+0	2	B200
▼ <b>Troll</b>	233	DF3:16	<b>Interrogation</b>	11	IQ+0	2	B202
<b>Acute Taste &amp; Smell 1</b>	2	B35	<b>Knot-Tying</b>	14	DX+0	1	B203
<b>Appearance (Monstrous)</b>	-20	B21	<b>Mimicry (Animal Sounds)</b>	10	IQ-1	2	B210
<b>Bad Temper</b> CR: 12 (Quite Often).	-10	B124	<b>Neck Snap (ST)</b>	20	+0	5	B232, MA77
<b>Bloodlust</b> CR: 9 (Fairly Often).	-15	B125	<b>Observation</b>	13	Per-1	1	B211
<b>Breath-Holding 3</b>	6	B41	<b>Running</b>	13	HT+0	2	B218
<b>Callous</b>	-5	B125	<b>Savoir-Faire (Underworld)</b>	11	IQ+0	1	B218
<b>Claws, Sharp (Hands)</b> Only pay for hands or feet, not both	5	B42	<b>Scrounging</b>	14	Per+0	1	B218
			<b>Search</b>	14	Per+0	2	B219
			<b>Shadowing</b>	11	IQ+0	1	B219
			<b>Stealth</b>	15	DX+1	4	B222
			<b>Survival (Mountain)</b>	13	Per-1	1	B223
			<b>Survival (Swampland)</b>	13	Per-1	1	B223
			<b>Survival (Woodlands)</b>	13	Per-1	1	B223

Advantages & Disadvantages	Pts	Ref
<b>Damage Resistance 3</b> Tough Skin, -40%.	9	B47
<b>Dark Vision</b>	25	B47
<b>Discriminatory Smell</b> Illusion Sense, +50%.	23	B49
<b>Extra Attack 1</b>	25	B53
<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

Skills	SL	RSL	Pts	Ref
<b>Swimming</b>	13	HT+0	1	B224
<b>Tactics</b>	11	IQ+0	4	B224
<b>Targeted Attack: Bow/Vitals (Bow)</b>	15	-1	3	MA82
<b>Targeted Attack: Sword-Slash/Neck (Two-Handed Sword)</b>	15	-2	4	MA82
<b>Tracking</b>	14	Per+0	2	B226
<b>Traps/TL3</b>	12	IQ+1	4	B226
<b>Two-Handed Sword</b>	17	DX+2	8	B209
<b>Urban Survival</b>	14	Per+0	2	B228
<b>Wrestling</b>	15	DX+1	4	B228

Advantages & Disadvantages	Pts	Ref
<b>Vulnerability (Acid, Damage x2)</b>	<b>-30</b>	<b>B161</b>
<b>Vulnerability (Fire, Damage x2)</b>	<b>-30</b>	<b>B161</b>

Skills	SL	RSL	Pts	Ref

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 cut	C	
<b>Teeth, Sharp</b>	Bite	16	No	No	2d cut	C	
<b>Thrusting Greatsword "Neck Cleaver"</b> Balanced (+1 Skill)	Swung	18	13	No	4d+1 cut	1,2	12†
<b>Thrusting Greatsword "Neck Cleaver"</b> Balanced (+1 Skill)	Thrust	18	13	No	2d+2 imp	2	12†

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Longbow "Blood Hawk"</b> Red wood, laquered.		16	3	2d+1 imp	300/400	1	1(2)	-8		11†

Equipment (44.7 lb; \$2,624)	? #	\$	Lb	\$	Lb	Ref
<b>Thrusting Greatsword "Neck Cleaver"</b> Balanced (+1 Skill)	E 1	900	7	900	7	B274
<b>Quiver</b>	E 1	20	1	24	1.2	
<b>Barbed Arrow (15/___)</b>	E 1	2	0.1	2	0.1	B276
<b>Bodkin Arrow (15/___)</b>	E 1	2	0.1	2	0.1	B276
<b>Steel Breastplate &amp; Pauldrons</b>	E 1	500	20	500	20	B283
<b>Segmented Plate Leg (Left leg only!!)</b>	E 1	500	9	500	9	B283
<b>Segmented Plate Arm (Left arm only!!)</b>	E 1	500	4.5	500	4.5	B283
<b>Longbow "Blood Hawk"</b> Red wood, laquered.	E 1	200	3	200	3	B275

#### Notes

"Krupp tell us where we go and who we kill, as long as the eats is good we do the job. Better not expect to get all body if thats what you want, 'cause Krupp eats the head. If you don't care then we do work, we kill who you want and make sure they dead."

The only thing fouler than his stench is his personality, Krupp is a trully retched example of his race, he has made a name for himself as a brutal killer, excelling in jobs that require the not so delicate touch of a butcher.

He tends to eat parts of his victims, particularly the brains and on more than one occassion has lost the contract for not being able to prove the mark was actually dead. Apparently defecant does not count as proof to some employers.

Convinced the world is contriving against him, he is often at the center of some of the unluckiest occurances, this has only fueled his foul demeanor.

Additionally his smell originates from an oily residue his body excudes, regretably for him this oil tends to burn easily.

Krupp is significantly smarter than the average troll, and serves as the brains of his small outfit of killers. He prefers to feather his victims with his massive bow, but is quite skilled with the blade.

He refers to himself as "The Featherer", unaware that everyone else just calls him "The Foul"

Although Krupp works almost exclusively with Kraeg it is known his outfit consists of several other unsavory killers; Rael a human assassin and Avala a half-bred sorcereress.