

TROLL NPCS

Agil	10/58%	INT	13/70%	Height	7'3"
App	05/35%	PTY	12/66%	weight	1633 lbs
BV	10/58%	STR	38/99%	BODY	98
CON	19/88%	WIS	13/70%	FAT	57
DISC	11/62%			LCAP	13885

Female Trolls add 4 Body Points and 2 Fatigue Points, add 2% PSF to Physical Skills and 6% PSF to Mental Skills, weigh 1800 lbs, and have an LCAP of 15,300lbs..

Trolls are the same whether for Heroic or Historic campaigns.

For a Troll Warrior for every two full levels above 1st level add one point of Body and Fatigue due to investment in Endurance and Conditioning Skills. All other Trolls add these for every five full levels they have

Skills

Type	PSF	Level	Per level means per experience level over 1
Vocational Physical Mastery	28%	2	+ 1 skill level per level until level 7 then +2 skill levels per level
Vocational Mental Mastery	8%	2	Male + 1 skill level per 2 levels until level 7 then +1 skill levels per level Female + 1 skill level per levels until level 8 then + 2 skill levels per level
Vocational Physical non-Mastery	25%	1	+ 1 skill level per 2 levels until level 5 and thereafter 1/ level
Vocational Mental non-Mastery	5%	1	Male + 1 skill level per 2 levels until level 9 then +1 skill levels per level Female + 1 skill level per levels until level 10 then + 2 skill levels per level
Secondary Physical	22%	0	+ 1 skill level per 2 levels until level 7 and thereafter 1/ level
Secondary Mental	4%	0	+ 1 skill level per 2 levels until level 7 and thereafter 1/ level
Tertiary	2%	0	+ 1 skill level per level
Dodge (BC 40%)	0%	1	+ 1 skill level per 3 levels until level 7 and thereafter 1/2 levels
Stamina (BC 30%)	23%	0	+ 1 skill level per level
Will (BC 40%)	0%	0	+ 1 skill level per two levels
Alertness (BC 05%)		0	+ 1 skill level per two levels
PSF gains +3% per level			

Superior Trolls gain + 1 body points plus 2 per 5 levels.

Exceptional Trolls gain + 2 body points plus 2 per 4 levels.

Sample NPC

ASHACURWE, MALE WARBAND TROLL, AGED 40

7th Level Historic scale	BODY 105	FAT 59	(including bonuses for aging)		
Skill	BC	Level	PSF	TSC	Note
Brawl	40%	9	25%	65%	VM Bite 7P + STR + Crit Die, Claw 9S + STR + Crit Die
Medium Club	60%	9	25%	85%	VM 8C + STR + Crit Die
Lore: Local Geography	50%	5	25%	75%	VM
Swim	50%	9	17%	67%	VM
Herbalism	60%	4	17%	77%	M
Blend into Surroundings	60%	4	17%	77%	V
Covering Tracks	50%	4	17%	67%	V
Finding Ones Location	50%	4	25%	75%	V
Snares	40%	4	17%	57%	V
Intimidation	20%	3	31%	51%	
Flint Knapping	40%	3	13%	53%	
Dodge	40%	2	6%	46%	V
Troll Mode of Magick	10%	3	10%	26%	PMF 10 ML 1 MRF*8 worth of spells
Troll Method of Magick	20%	3	10%	39%	

Armour C9 S8 P7 E9 M7

PMF 10 ML 1 MRF*8 worth of spells (Prolong breathing underwater, Concealment)

STR bonus depends on the system you use. If using the standard Strength then the STR = 9 for the bite and 19 for the Claw and Club.

If using the optional System for Damage based on Carrying Capacity, then the STR = 20 for the bite and 59 for the Claw and Club.