



TRÖLL THUG

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NAME: "The Heavy Hitter"
ARCHETYPE: Thug
Total L.P. Earned: _____
Fate Pool: 1

RACE: Troll
GENDER: _____
L.P. Left: _____
Spent Fate: _____



	Base	Bonus	Final
BODY	11	2	13
STRENGTH	10		10
QUICKNESS	5		5
INTELLIGENCE	3		3
WILLPOWER	6		6
CHARISMA	3		3
POWER	6		6
REFLEX	4	2	6

Combat Pool 9
Astral Pool 4
Initiative 6 + 2d6
Initiative Dice 2
Init. Penalty -2

<u>Primary Weapon :</u>	Cudgel (2 Handed)
<u>Primary Weapon Damage :</u>	11S Stun
<u>Secondary Weapon :</u>	Unarmed
<u>Secondary Weapon Damage :</u>	10M
<u>Ammo Count :</u>	
Scale Mail	<u>Movement :</u> 5
ARMOR	<u>Run Multiplier</u> 4
SLASHING	3 + 2
CRUSHING	3 + 2
ARCANE	0
PIERCING	3

		Damage Meters	
		Physical	Mental
Deadly	10	+4 TN (-4 Init)	+4 TN (-4 Init)
	9		
	8		
Serious	7	+3 TN (-3 Init)	+3 TN (-3 Init)
	6		
	5		
Moderate	4		
	3	+2 TN (-2 Init)	+2 TN (-2 Init)
	2		
Light	1	+1 TN (-1 Init)	+1 TN (-1 Init)

Active Skills	Base	Skill Ups	Knowledge Skills	Base	Skill Ups
Clubs	7		Dangerous Taverns of...	5	
Athletics	6		...the Smoking Crown		
Intimidation	3		Professional Body Guarding	4	
Unarmed Combat	6		Big City Security	3	
			Mercenary Hot Spots	3	

Contact #1	Location	Rank	NOTES
Troll Tribal Leader	Delaris Mountains, Central Valley	1	

Contact #2	Location	Rank
Cyclops Tavern Bouncer	Dagger Falls, Central Valley	1

Contact #3	Location	Rank

Contact #4	Location	Rank

Contact #5	Location	Rank

Contact #6	Location	Rank

Contact #7	Location	Rank

Contact #8	Location	Rank

Character Information

Race: Troll

The Troll Clans of the *Delaris Mountains* are no more, being driven from their mountainous homes by the armies of the *Theran Empire*. After this the Trolls have taken to the dangerous territories of the *Wastes* as mercenaries for hire to anyone willing to pay. Trolls adapt well to weapons training and quickly learn deadly levels of skill with any weapon put in their hands. They can be a ruthless force in battle, and tend to keep to themselves amongst the ranks of whatever army they serve.

Physical Description

The average Troll stands some 2.8 meters (more than 9 feet) tall, with a lanky build suited for their original territories in the rocky *Delaris Mountains*. With limbs proportionately longer than normal for their size and slender build... this gives a Troll the illusion of a more exaggerated physical presence. They use this quite often in battle, keeping a wide balanced stance with their arms out to their sides. The Troll's rugged skin is light to dark green in color, with the occasional medium brown tones. The toughness of their skin is due to dermal deposits their bodies produce and generate from a young age. These dermal deposits harden into bone-like durability, giving them a naturally armored appearance. Most adult Trolls, male or female, sport at least one enlarged horn atop their head... something that can become a quite painful weapon in close combat.

Game Information

Average Height: 2.8 Meters

Average Weight: 225 Kilograms

Skin Coloration: Light green or brown to deep green

Stat Bonuses: +5 Body, -1 Quickness, +4 Strength, -2 Intelligence, -2 Charisma

Abilities: Heat vision (No penalties in partial darkness, half penalty in total darkness.) +1 Reach for Armed/Unarmed Combat. Dermal Armor (+2 to Body for Damage Resistance Tests).

Skill Bonuses: +1 to any learned Melee Weapon skill

Archetype: Thug

THUG

From the dark alleys of *Bozrah* to the sewers and catacombs of *Dagger Falls*, Thugs make brutal close-quarters brawlers. They thrive on the surge of combat, preferring to get in close to their opponents instead of keeping at range. Thugs use bare fists, improvised weapons, and brute force to gain the upper

hand over their opponents. They are sturdy fighters that make the worst of foes to face at short range.

Thugs are most often found working in the position of enforcer in the ranks of gangs throughout the cities of *Zethyria*.

Techniques

Opportunist's Strike (Attack): Through years of tavern brawls and back alley fighting, the Thug has learned to spot a moment of opportunity during combat. After making a successful standard melee attack the Thug may perform a follow up attack on a second nearby opponent, making either an offhand punch or kicking strike.

The target of the Opportunity Strike must be within melee range of the Thug, and the Thug must be making an *Unarmed Attack* (either with an empty hand or available foot).

Requirements: *Unarmed*

Action Type: Free / Follow Up

Range: Melee (1 Meter, Adjacent Targets Only)

Iron Bell Defense: A Thug finds any opportunity to regularly exercise their skills, quite often through the instigation of random bar fights. This constant training through rigorous physical routine allows the Thug to build up a considerable tolerance towards the side effects of melee damage.

Thugs can keep track of how many boxes of *Mental Damage* they have accrued directly from melee combat attacks. These boxes can be ignored in regards to any potential penalties that they would otherwise suffer from.

Immovable Object: Thugs have intensely trained themselves to the peak of physical condition for close-quarters brawling. One of the benefits this grants them is a strong resistance to knockdown and knockback effects. Whenever making a test versus knockdown or knockback, the Thug gets a **-6** to their target number (down to a minimum of **2** for their target number).

Action Type: *Knockdown* Tests

Bonus: **-6** to Test Target Number (minimum TN# of 2)

Rooting

Cost: 0.25 per rank

Reuse Limit: AT WILL | FREE ACTION

Perhaps the warrior has earth elemental in their blood, or they just have a very strong attunement with the ground... whatever the case, a warrior trained in the *Rooting* ability can render themselves completely immobile. *Rooting* grants a bonus **+1d6** per ability rank towards tests made against any attempts to move them against their will. This includes such

things as being thrown, knocked down, levitated, banishment or teleportation. The warrior can otherwise act completely normally while *Rooting* is activated, only being rendered unable to move. Activation or deactivation of this ability is a *Free Action* in combat.

Arcane Armor

Cost: 0.5 per rank

Small amounts of magical energy actually permeate the warrior's skin. Each level grants **1** point of *Slashing* and *Crushing* armor, cumulative with any existing worn armor. *Arcane Armor* does not provide *Piercing* armor of any type.

"Batter Up!"

Cost: 0.5

Reuse Limit: ENCOUNTER | Range: Melee

This devastating blunt weapon attack focuses all of a warrior's swinging power into a directed attack intended to knock their opponent off their feet! The warrior must use their *Clubs* skill to make a standard opposed melee attack against their foe, taking into account any conditional target number modifiers that may be present. If the attack succeeds calculate crushing melee damage to the target as per normal rules. After this the opponent then makes a *Knockdown* resistance test, doubling their normal target number to resist this effect.

Foes successfully knocked down by a *Crushing Blow* are knocked away from the attacking warrior, up to **4** meters away (**1** meter in distance per level of *Damage Level* for the final attack, up to a maximum distance of **4** meters).

Improved Reflexes

Cost: 2 (Rank 1), 4 (Rank 2), or 6 (Rank 3)

Each rank taken in *Improved Reflexes* pushes the speed and reaction time of a warrior, increasing their *Reflex* attribute by **+2** for each rank and adding **+1d6** to their *Initiative*.

"Registered Deadly Weapons"

Cost: 1

Knowing the right technique really can turn a warrior's bare fists into "*Registered Deadly Weapons*". This ability converts a warrior's unarmed melee strikes from *Stun* damage into *Physical* damage. No other bonuses or modifiers are applied to the warrior's strike during this conversion process. Make note that a warrior taking this technique actually has their unarmed strikes count as magical attacks. This means that unarmed strikes made by a warrior who knows the "*Registered Deadly Weapons*" technique will actually damage magical creatures that would be otherwise immune to mundane attacks.

Counterstrike

Cost: 0.5 per rank (Max Rank of 4)

A keen eye allows the *Counterstrike* trained warrior the capability to spot holes in his opponent's attacks. Each rank grants the warrior with *Counterstrike* an additional **+1d6** whenever an opponent initiates a melee attack. These extra dice are only gained at this time and not when a warrior with *Counterstrike* is starting the melee attack.

Equipment

'The Kitchen Sink'

Price: 5 Gold

For those characters that absolutely positively have to be prepared for everything, this is their kit! It comes with a full set of camping gear, two sets of clothes, climbing gear for two people, a full set of healing supplies and other wonderful luxury items.

- 2 sets of Traveler's Grab (Soft Boots, Shirt, Belt, Breeches, Traveler's Cloak)
- Bedroll
- Tent (Canvas, 4 Person)
- Blanket
- Comfy-Soft Pillow
- "Sleepi-by Bedtime Defender" (Choose 1)
- Packrat Backpack
- Sack (Large)
- Flint & Steel
- 3 Torches (Standard)
- Water Skin
- Whetstone
- Lantern (Hooded) w/Lantern Oil
- Iron Pot
- Set of Utensils & Metal Bowl
- Arcane Chef™ Insta-Hotplate
- Small Hatchet
- Rope (3 Meters)
- Rope (15 Meters) x4
- Grappling Hook (2)
- Climbing Harness (2)
- Piton (24)
- Chalk Belt Pouch (w/ Powdered Chalk)
- Lantern (Hooded) w/Lantern Oil
- Chalk (5 pieces)
- Fishing Hook
- Fishing Line (8 Meters)
- Healer's Tools
- Medicine Box (Wooden w/ Latch)
- Herb Collecting Belt Pouch
- 12 Small Glass Vials w/ Corks (Empty)

The Arcane Chef Insta-Hotplate allows for expert culinary experiences even in the wildest and most inhospitable of conditions. Combined with the Comfy-Soft Pillow and your very own stuffed Sleepy Time Owl Bear, you are guaranteed to go be well fed and well rested!