

RACE



BACKGROUND

TROLLS are an ancient race, dark and dangerous. They are very independent, rarely being found in groups . . . except in the spring. They will eat almost anything, but truly have a taste for live flesh. Famed is the Troll Constitution. In all of poison lore, there is not a one known to affect a Troll. They heal so rapidly, wounds can vanish before the naked eye in seconds. In fact, Alchemists treasure the fresh blood of a Troll for it's curative and healing powers. Trolls often go on hunting frenzies, gathering flesh to keep penned up in their lair for casual snacking. While not too bright, Trolls can be reasoned with and often fooled. But they have a strong sense of immediate gratification, suspicious minds, and complex explanations usually bore them.

RIVER TROLLS have adapted to life in the water, typically running water which fosters abundant food, but sometimes in swamps, marshes, and oceanfronts. They are somewhat taller and leaner than most Trolls. Their hearing and smell are exceptionally superior, and their endurance footspeed and swimming are remarkable. River Trolls can hold their breath for nearly an hour.

RACE

RACE NORMS

Race: River Troll
Genus sp.: *Magnamache aquaphilus*
Gender: Male

Immortality: True Mortal (SOOTT 3)
Age (exp./max): 150 / 200 yrs

Weight: 100 - 250 kg
Size: 2.2-2.8 x 1-1.2 x 0.5-0.8 m

Avg / Max	Attributes
170 / 200	CORPUS
50 / 70	MENTUS
35 / 50	SPIRITUS

Sense	SOOTT
Vision (light)	7
Vision (dark)	7
Hearing	7
Smell	7
Taste	7
Touch	7

Special Abilities
 [none intrinsically]



Cut out card along perimeter;
 Fold along 2 vertical white lines (arrows);
 Fold thin (right-hand) leaf inbetween larger leaves;
 Insert into side of Corpus Sheath with "Race" showing.