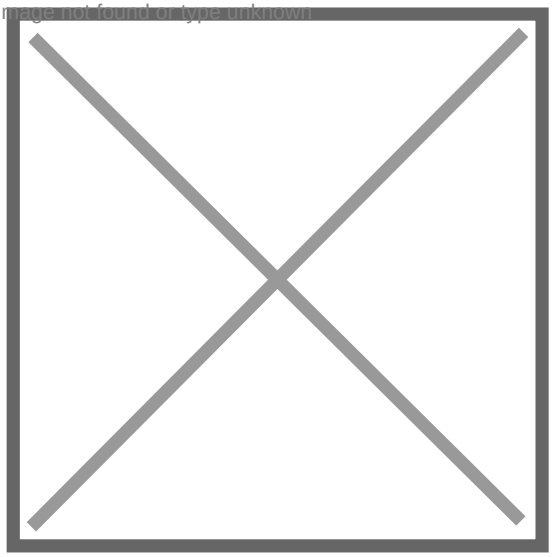



# Troll Einherjar Warrior

Name: DOB: 30/6/1969

Actor: Anthony Simcoe DOB: 30/6/1969

Character Type: Hero

**Life Points: 101+8 Drama Points: 10**

**Attributes (20 + 1 from Drawbacks) = 21**

Strength 10+1 (4 Levels Part of Troll Quality)
Dexterity 4 (1 Level Part of Troll Quality)
Constitution 6+1 (3 Levels Part of Troll Quality)
Intelligence 2 (-1 Levels Part of Troll Quality)
Perception 2
Willpower 2

**Qualities (20 + 7 from Drawbacks) = 27**

Armor Value 2 (Part of Troll Quality)
Enchanted Item 6 (Sword "Twilight") (12)
Hard to Kill 9 (3 Levels Part of Troll Quality) (6)
Nerves of Steel (3)
Troll (6)

**Drawbacks (10) = 10**

Adversary (Several) (4)
Attractive -4 (4) (Part of Troll Quality)
Covetous (Serious Lechery) (2)
Honorable (2)
Obligation (Major) (Fight the Forces of Evil) (2)
Reckless (Part of Troll Quality)

**Skills (20 + 2 from Drawbacks) = 22**

| | |
|---|---|
| Acrobatics: 5 | Knowledge: 1 |
| Art: 0 | Kung Fu: 5 |
| Computers: 0 | Languages: |
| Crime: 0 | Mr. Fix-It: 0 |
| Doctor: 0 | Notice: 5 |
| Driving: 0 | Occultism: 1 |
| Getting Medieval: 5 | Science: 0 |
| Gun Fu: 0 | Sports: 0 |
| Influence: 0 | Wild Card: 0 |

| **Maneuvers** | **Bonus** | **Base Damage** | **Notes** |
|---|---|---|---|
| Dodge | 9 | None | Defense Action |
| Grapple | 11 | None | Resisted by Dodg |
| Jump Kick | 6 | 33 / 36 | Bash |
| Kick | 8 | 22 / 24 | Bash |
| Parry | 9 | None | Defense Action |
| Parry Ranged | 7 | None | Defense Action |
| Punch | 9 | 20 / 22 | Bash |

| | | | |
|---|---|---|---|
| Spin Kick | 7 | 24 / 26 | Bash |
| Stake | 10 | 20 / 22 | Slash/stab |
| (Through the Heart) | 7 | 20 / 22 | x5 vs. vamps |
| Sword "Twilight" | 9 | 55 | Slash/stab |
| (Decapitation) | 4 | 55 | x5 Damage |
| Two Handed "Twilight" | 9 | 60 | Slash/stab; uses t |
| (Decapitation) | 4 | 60 | x5 Damage |
| Thrown Stake | 8 | 20 / 22 | Slash/stab |
| (Through the Heart) | 5 | 20 / 22 | x5 vs. vamps |
| Toss | 8 | 6 | Bash; must Grapp |

**Background on the Troll Einherjar Warrior**

You grew up in the World of the Trolls, you are used to their ways, so don't always fit in well with the puny humans, even it wasn't for your size.

While testing your strength and combat skills against demon raiders you were carving your way through them like any true and tested warrior. Unfortunately you failed to keep track of all the combatants and are stabbed viciously in the back. The demons left you bleeding; ready to enter Valhalla you were prepared for your life to end.

As your life was ending you could start to make out a brilliant bright light, within it the form of a woman. At her mere touch your wounds closed and your heart returned to a steady rhythm. "It is not your time yet, you are to be sent far from here to help balance a world full of evil. You will be a champion and defender of right, an Einherjar Warrior."

The light from the figure grows brighter and you are standing elsewhere. The ground is scorched and you can feel the heat rising from it. Lying there on the ground is a sword. "Take the sword it is time it was used by the forces of good." As you reach for it you can feel the heat blister the skin, clasping the hilt you start to pull the sword feeling the skin peel and boil away. Once the sword is in your hand, you look to see your destroyed hand only it isn't.

Now is the time you are engulfed in the brilliant light again and when it fades, you stand in an alley watching a young girl fighting for her life against eight creatures. Turning each to dust one after another. "She is the one help her protect this world."

Quote: “ALE, GET ME SOME ALE AND COMELY WENCHES.” **Roleplaying the Troll Einherjar Warrior**

As most Trolls you are big and loud, and frequently get your own way because of it.

You are not overjoyed at being sent to this dimension, though the opportunity for mayhem now you have become friends with the Chosen One, the fighting and killing. Though you do like the Slayer, she is a powerful fighter. You like it even better matching strength, agility and how many opponents each of you has stopped.

**Background on the Sword "Twilight"**

The Sword "Twilight" is able to fire a bolt of explosive energy, up to one hundred yards away, with a blast radius of two yards. The damage is the same as the sword's normal damage. The sword can be wielded either one or two handed.

**Appearance:** This potent item is an ancient looking sword.

**Power Level:** 6

**Effect:** The sword is a most potent offensive enchanted item. The wearer gains a +1 bonus to both Strength and Constitution (with an increase in Life Points). But the explosive bolts are the real kicker. Firing requires a Dexterity and Getting Medieval roll or Combat Score, and the range is 100 yards. A successful hit inflicts five times Strength points of Fire damage per success level.

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