

## TROLL

SOLO D10 \* BUDDY D6 \* TEAM D8

TALLER AND BROADER THAN MEN

CLAWED AND FANGED

WEAK-WILLED

## OLOG

SUPERHUMAN STRENGTH D10

ENHANCED STAMINA D8

SUPERHUMAN DURABILITY D10

SFX: *Beat upon helm and head.* For an attack action, step back the highest die in the pool and step up Physical stress inflicted. If the dice pool includes WEAPON, also add a D6.

SFX: *Break upon their lines like a storm.* Add a D6 and keep an additional effect die for each additional target of your attack.

SFX: *Scaled hide.* On a successful reaction against a hand-to-hand attack with a weapon, that includes SUPERHUMAN DURABILITY in your dice pool, inflict a weapon-related complication (eg NOTCHED BLADE, DISARMED, etc) with your effect die.

Limit: *Black blood.* Step up physical stress resulting from a magic blade to grow the Doom Pool.

## ARMS

WEAPON D10

SFX: *Heavy hammers and huge round bucklers.* When activating an opportunity to create a COMBAT resource, step up that resource.

Limit: *Gear.* Shut down WEAPON or eliminate a COMBAT resource to grow the Doom Pool.

COMBAT and INTIMIDATION EXPERT D8 or 2D6