

# Rock Trolls

Originally created by the dark powers as soldiers, the Rock Trolls are the only race to rebel against their creators. Despite their origins, they have fought for the right to choose their own path. By far the largest and strongest of the races, the Rock Trolls compensate for their slow thinking with great determination.

## ~ Physical Character ~

**Build:** Huge. Rock Trolls are by far the largest and most powerful of the races. Males average just over 500 pounds. Females are slightly heavier.

**Coloring:** Rock trolls have skin the color of the stone they came from. They are completely hairless.

**Endurance:** Incredible. Rock Trolls can travel for days without rest, food, or water. However, the deficit they build up is paid for by a long period of nearly unresponsive sleep when they finally rest. At least 4 hours of this deep sleep per day past the first, plus normal rest afterward.

**Height:** Both males and females range anywhere from 7 to 8 feet tall.

**Lifespan:** 200-250 years.

**Resistance:** Rock Trolls have considerable resistance to poison and disease. They also are virtually immune to natural ranges of heat and cold and get a +20 DB/RR vs. heat and cold attacks.

**Special Abilities:** A Rock Troll's tough, stone-like skin acts as AT11 with no penalties. Their immense strength allows them to carry heavy loads for long distances, and use 2-handed weapons in one hand with no penalty. (2-handed weapons are developed as the equivalent 1-hand weapon.)

## ~ Culture ~

**Clothing & Decorations:** Males mostly wear short pants for modesty, since they usually have no need for protection from the elements. Females usually wear short dresses for modesty. All of them like practical items with a lot of pockets when they are traveling or working. "Bandoliers" or "Baldrics" of nothing but pockets are common.

**Fears & Inabilities:** Rock Trolls fear being subjugated by the dark powers again. They also fear that the more "humanoid" races will unite against them because of old hatreds.

**Marriage Patterns:** Monogamous for life. Mates are chosen by the females, as it is a matriarchal society.

**Religion:** Rock Trolls have a quiet, understated religion that revolves around simple things such as nature, crops, weather, etc.

## ~ Other Factors ~

**Demeanor:** Quiet and stoic. They are patient and loyal to a fault. They can be quite ferocious when angered or when defending their family and friends.

**Language:** *Starting Languages:* Stone Speech (6/0) (Rock Trolls have no written language and instead maintain an oral tradition.) *Allowed Adolescence Development:* Stone Speech (10/0), Common 4/0.

**Prejudices:** Strangely, the Rock Trolls have few prejudices against the more "mannish" races, even though those races generally fear and distrust them. They have an intense hatred for all creatures in the service of the dark powers.

**Professions:** Rock Trolls make such poor spell users that none have been heard of except for the occasional tribal shaman (and most of these have no actual spell casting ability). The vast majority of "adventuring" Rock Trolls are Fighters.

**Special Skills:** *Everyman:* None *Restricted:* All skills in the Power Group, Adrenal Speed, all skills in the Athletic • Gymnastic category, Spell List Development.

**Standard Hobby Skills:** Body Development, Crafts, Languages, Outdoor • Environmental, Weapon Skills, Wrestling.

## ~ Outfitting Options ~

**Armor:** Due to their naturally tough hide, Rock Trolls rarely wear armor. In rare cases, they might wear AT20, since they are quite capable of carrying the heavy load.

**Money:** Items for barter. Mostly sheep, goats, pigs, and produce.

**Weapons:** Battle Axe, Bola, Broadsword, Club, Flail, Great Sword, Hand Axe, Heavy Crossbow, Javelin, Mace, Morning Star, Spear, 2-Handed Sword, War Hammer, War Mace (a two-handed mace wielded in one hand by Rock Trolls that uses the War Mattock Table, with only Krush crits).

## ~ Background Options ~

Rock Trolls only get one background option.

**Extra Languages:** In addition to those listed above: Common (6/4), Orcish (6/0), Dwarvish (6/0), Elvish (6/0)

**Extra Money:** Usually in the form of furs, or other items for barter.

**Special Items:** All items are available. Rock Troll items tend to be heavy and durable.

**Talents:** No spell user talents are available. Rock Trolls cannot take the flaw "unmagical" because they are not magical to begin with.

## Stat Bonuses:

Ag: -4  
Co: +8  
Me: +0  
Re: -2  
SD: +4  
Em: +0  
In: +0  
Pr: +0  
Qu: -4  
St: +8

## RR Mods:

Ess: -10  
Chan: +0  
Ment: -10  
Poison: +50  
Disease: +50

## Body Dev.

**Progression:**  
0•10•8•6•4

## Channeling

**PP Dev**  
**Progression:**  
0•5•3•1•0

## Essence

**PP Dev**  
**Progression:**  
0•3•2•1•0

## Mentalism

**PP Dev**  
**Progression:**  
0•2•1•1•0

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