

Genre Clash

<p>Trait Levels</p> <p>+4 Legendary</p> <p>+3 Superb</p> <p>+2 Great</p> <p>+1 Good</p> <p>0 Fair (<i>default for most attributes</i>)</p> <p>-1 Mediocre</p> <p>-2 Poor (<i>default for most skills</i>)</p> <p>-3 Terrible</p> <p>-4 Abysmal</p>	<p>Name: Draegar Kylie Trogan Uhlán of the Whispering Woods Clan (Dr-ay-gaur) (Ki-lee) (Tr-o-gaun) (You-Ch-Lon)</p> <p>Personality & Background: See attached sheet</p>	
<p>Attributes</p> <p>Strength: Great (+2)</p> <p>Body: Great (+2)</p> <p>Endurance: Good (+1)</p> <p>Agility: Great (+2)</p> <p>Quickness/Reaction: Good (+1)</p> <p>Speed: Good (+1)</p> <p>Perception: Good (+1)</p> <p>Intelligence: Mediocre (-1)</p> <p>Metal Toughness: Good (+1)</p> <p>Willpower: Poor (-2)</p>	<p>Gifts & Faults</p> <p>Ambidexterity</p> <p>Phobia/Allergy (Black Powder Technology)</p>	<p>Skills</p> <p>Long Blade Knives/Chan'gar & Thaer'gar: Great (+2)</p> <p>Hand & Throwing Axes/Daer'gon: Great (+2)</p> <p>Thrown Blades & Knives/Lorr'gon: Great (+2)</p> <p>Javelins & Thrown Spears/Ba'lan: Great (+2)</p> <p>Martial Arts/The One Dance: Great (+2)</p> <p>Stealth/Dreamer's Walk: Good (+1)</p> <p>Hiding/Shadow's Gaze: Good (+1)</p> <p>Athletics/Move as Wind: Great (+2)</p> <p>Acrobatics/Cat's Play: Good (+1)</p> <p>Nature Lore/Maiden's Lore: Great (+2)</p> <p>Animal Lore & Handling/The Children's World: Great (+2)</p> <p>Tracking/The Pack's Hunt: Great (+2)</p> <p>Survival & Wilderness Lore/Breathe as One: Great (+2)</p> <p>Herbalism & Healing/The Maiden's Touch: Good (+1)</p> <p>Legends and Lore/The Hearth's Tale: Good (+1)</p> <p>Tactics and Military Procedures/The Path of War: Great (+2)</p> <p>Technological Lore & The Modern World/The Darken Path: Good (+1)</p> <p>Scrying & Divining/The Seeking Eye: Good (+1)</p> <p>Troll Culture and Traditions/The Seeking Paths: Great (+2)</p>
<p>Equipment</p> <p>2 Hunting Knives (Long Blades) – Chan'gar</p> <p>4 Throwing Knives – Lorr'gon</p> <p>4 Hand/Throwing Axes – Daer'gon</p> <p>2 Parrying/Stabbing Knives (Long Blade) – Thaer'gar</p> <p>3 Javelins – Ba'lan</p> <p>Pouches of Herbs & Salts</p> <p>Healing Kit (Bandages, Salves, and Poultices)</p> <p>Loincloth</p> <p>Leather Straps and Misc. Ties/Bands</p> <p>Flint and Steel & Whetstones</p> <p>2 Waterskins</p> <p>One Elven Cloak</p>	<p>Powers & Special Abilities</p> <p>The Maiden's Gift</p> <p>The Call of the Wild</p> <p>Mantle of the Ravager</p> <p>The Favored Son</p> <p>The Dreamer's Sleep</p>	

Wounds:

1, 2	3, 4	5, 6	7, 8	9+
Scatched	Hurt (-1)	Very Hurt (-2)	Incapacitated	Near Death
□□□	□□	□	□	□

History and Background (Read as if narrated by Uhlán himself, all info in parentheses are translations or clarifications)

Draegar Kylie Trogan Uhlán was born into this world on the Maiden's Breath, just two months before the Great Storm of Winter blanketed the Whispering Woods, in the year preceding the the War of Man across the Northern Lands of Rhiael. The loins of his mother, Kylie, were from a strong line of female Guardians of the Whispering Woods clan. The loins of his birth father, Draegar, War-Chief for the Black Rock Ogre clan, were from a long line of warriors and Ravagers. His clan-father, the male who was bound to his mother and raised Uhlán as his own, was Trogan, who came from a long line of Warrior-Shamans from the clan.

Through his early years, Uhlán was trained by his father in the ways of the Warrior, though he was quickly found not to have the gift to practice the Art as his father could. He found the Path of War to be to his liking, though he never could never accustom himself to the inflexibility of the suits of hide and leather the Warriors wore. He also had a distaste for the Daer'lan (Long Spears) and the Daer'gar (Two-handed Great Swords) that the Warriors were trained in. Seeing this, Trogan spoke with Kylie, understanding that his clan-son would best be suited to the life of a Guardian. Though it meant that his wife and clan-son would be gone for years (as the training of a Guardian, or Ranger, must be accomplished in solitude away from the clan), Trogan was a wise shaman who understood that the Maiden (The Earth Mistress or Mother Earth, though in a younger, more virginal incarnation, as the troll clans view her) herself had set this path before his family.

Uhlán and Kylie left the Whispering Woods, traveling the land as student and teacher. Their travels took them into the Human lands of the North, through the ruins of the Dwarven Kingdom of Silvestria in the West, eventually ending with their journey back in the Whispering Woods. Ten years had passed, and Uhlán had long since become a Guardian in his own right. The relationship he shared with Kylie was never one that paralleled the relationships that a human mother and son would hold. It was more akin to the relationship a wise sage or warrior would hold towards his favored pupil. Uhlán stayed among the clan, though only for short periods of time. His duties as the Guardian for the Whispering Woods (since inherited from his mother, as she set her duties aside upon their return, to take up the role of wife to her clan-partner, Trogan) carried him far from the clan's domain for many months at a time. Upon each of his returns from his long journey, a proud clan greeted him, eager to hear of news from the far-away lands. Uhlán himself helped to negotiate several treaties between the Whispering Woods clan and several other troll enclaves, as well as the with the Grey Hill Elves and the Human fiefdom of Blair Rock. A Guardian was respected even among these foreign tribes, for Uhlán was no doubt a fierce warrior and friend to all of the Maiden's children. He earned a hard-won reputation of respect even among his birth-father's people, teaching the ogres to know the limits of their lands through hard fought battles.

But peace among the Maiden's children could not last. The Second War of the North erupted, with the Human kingdoms battling for control of the Central Passage to the Shimmering South. Even the Grey Hill Elves were drawn into the conflict. With the stabilizing influence of Grey Hall drawn elsewhere, the Ogre tribes under Draegar's command planned their conquests. In the year of the Fallen Ones, on Mid-Winter's Eve, the Ogres struck. Blair Rock was swept away in a night's time, never knowing that Uhlán had not abandoned them. The Guardian had been delayed in the Grey Hills, as he discovered that the Elves had led a Retreat to the South without warning him of their withdrawal. Realizing the danger, he raced to Blair Rock, coming a day too late. Any survivors had since scattered or perished. Uhlán wept as he found the body of his human companion, the warrior-prince Avondius, pinned to the earth by Draegar's own spear. Yet he realized that the despair of this day would not be finished yet. Draegar intended to attack his own son's home, and the Whispering Woods clan would be left unprepared to meet such a ferocious host of Ogres.

In the best conditions, it is a three day journey to the clan-hearth from Briar Rock. Even with an unnatural winter storm and a pack of Worgs tracking him, Uhlán made the trip in two days. No Human steed or Dwarven machine could match the speed and duration of the crazed dash that Uhlán made in his journey to his home. He arrived with only hours to spare, as the outposts had spotted Draegar's host coming through the Northern Pass. With no time for apologies or regrets, he briefed the Council on the events he had witnessed, and the composition of the host they faced. Grim-faced and resolute, Uhlán, Kylie, and Trogan led the clan to war. The Silent Vale, north of the clan-hearth and the village itself, was overrun with the sounds of battle and death on the Darkest Night, the Year of the Fallen Ones. As the dawn drew near, the Ogre force was broken and fled. Draegar was slain by Uhlán's own blades, dying without ever knowing that the spawn of his own loins had been his guide to the Burning Plains. The Whispering Woods clan had not survived the battle without incurring incredible costs though. Kylie had been struck down by Draegar himself, before he engaged in mortal combat with Uhlán. The Trolls would have lost the field if not for Uhlán himself. He truly became the Ravager that night, bringing a maddening rage to his mind, and tearing through the scores of Ogres with a vengeance undreamt of even among Draegar's people. As the sun rose over the Woods, Uhlán realized that his attempts were all for naught.

Trogan informed Uhlán that he planned to take the two score of clan members left alive into Retreat. They would join their friends the Elves, and their forefathers, the Giants, in the South. The Whispering Woods clan was no more. He expressed amazement and fear at the change that had come over Uhlán. *"You show a fire in your heart that even the Ogres fear, my son. Yet your love of the Maiden and all her creations are held in the highest regard by all who know you. But your journey is not yet over. With the blood that runs in your veins, you must find a path to walk that accepts the Ravager within, to allow for union with the Guardian without. Farewell, and let the Maiden guide your heart."*

Uhlán left his home that day, never returning to the site of his greatest defeat. For all that he had learned, the blood of his birth-father was still a mantle that he must bear. While he saved his tribe from absolute destruction, he had rejected the Maiden and her patience and forgiveness in his greatest hour of need. The greater loss is still not clear in Uhlán's mind. Since that day, he has traveled the Lands of the North, working with the Humans of Cyornia, the Elves of Trakadhras, and even the Orcs of the Black Hawk

Hills to keep the Maiden's children safe from the dangers of the modern world. All his time has been spent learning to accept the Ravager within, to bring a union between the mantle he must wear, and the responsibilities he holds towards the Maiden herself. Some would call it a walk-about, others a journey towards adulthood, or perhaps even a sojourn. The words do not matter. The goal itself is of no importance. To Uhlan, to Trogan, to Kylie, even to Draegar, it was simply the next step on the Path that mattered.

Power Explanations

1. The Maiden's Gift – Every Troll born into this world is given the gift of True Life by the Maiden herself. A Troll will heal wounds that would kill a normal Man many times over. Adverse conditions, such as extreme temperatures, unbearable environmental conditions, infections, or disease; these things are unheard of among the Troll clans. Trolls possess a regenerative capability and physical hardiness that is nearly unbelievable by all, save for those who witness it. While not immediate or some kind of immortality, this biological function is more gradual, more balanced. A Troll may suffer a wound that would normally imply immediate death to most other races. Yet the next morning, only a mild scar or cut will mar their skin. Even a tenth of an hour will show immediate and inhuman healing occurring among the wounds that a Troll suffers in the course of his life.
2. The Call of the Wild – Trolls are the Giants gift to the world of Rhiael, their compensation for their role in bringing the curse of Ogres into the world. The Maiden blessed the creation of the Trolls, gifting certain clan-members born into each generation to become Guardians of Her Children. These Guardians resonate with Nature in the same way that the Maiden does, though not to the same extent. The more natural the surroundings, the more power a Guardian holds in those surroundings. Even in the most desolate area, devastated by the Orcs and Ogres, the Guardians exhibit the vision capabilities of a woodland cat, as well as the enhanced sense of hearing and smell that that most dogs show. In the best of natural conditions, a Guardian can move at undreamt of speeds, leaving no trail, moving with near absolute secrecy and silence. A Guardian in his natural habitat is a truly fearsome opponent. His strength and speed will be greatly increased, his senses finely tuned to any change in his environment, and his combat prowess honed to the level of heroic champions of the Maiden.
3. Mantle of the Ravager – Uhlan is cursed with the blood of Draegar, an incredibly strong Ogre Ravager. His father's rage and combat skills are borne again in Uhlan. When the chips are down, when something he holds dear is at risk, Uhlan becomes an uncontrollable force of nature, a wild animal with little to no intellect. Though he understandably holds some amazing speed, strength, and combat prowess, he is more a danger to himself and others, even though he will hold a great chance of killing a large number of foes who may stand against him.
4. The Favored Son – Even among Guardians, Uhlan seems to be held in high regard by the Maiden. He interacts with her Children, the wild creatures, in a way that few other Guardians can comprehend. Not unlike the Call of the Wild, the more natural his surroundings, the more powerful this ability. Uhlan has almost bordered on the point of literally becoming one with the Pack or Flock, etc. He may even begin to take on the physical attributes of the animals that he is asking for assistance or assisting. If he would need some sort of mount, in most cases, he could find one. If he needs assistance in tracking, he would not be surprised to see a pack of wolves join him.
5. The Dreamer's Sleep – Not unlike the Elves reverie, Uhlan does not actually require sleep. A silent meditation is all that he requires. Again, the more natural his surroundings, the less of this he needs. In a very urban environment, he might actually need to meditate in a park for eight to ten hours just to be able to greet the day.

Physical Description

Uhlan stands at 7'1", 300 lbs. (Those measurements, especially the weight, are estimations and probably poor ones. I'll use the text to really get a better description of him.) Uhlan would probably best be described as a brick shithouse, if he weren't so tall. Instead, think of this troll as a living wall, with incredible fluidity and range of motion. While not overly large for his size, he's still enormous compared to even most large humans. Though some humans can equal his size, it's not common. Even less common is to find a human who can match his size, his overall physical health, and his physique. There is no waste to Uhlan. No extraneous weight, and no wasted muscle. (Largely this is due to a troll's metabolism and increased healing capabilities. Out of shape trolls are rare.) Among Trolls, he is actually on the smaller, wiry side. But it's not his size that impresses. It's what Uhlan can do with his size. The agility and flexibility he exhibits is unusual, even for a Troll. The Grey Hill Elves were accustomed to seeing Uhlan run tirelessly at rapid speeds, easily leaping to the lower tree branches, and then continuing his fast-paced march through the trees. Terrain and long-distance travel rarely prove to be impediments to a Troll Guardian. They will run tirelessly for hours, moving from the trees to dirt paths and back to the trees again with ease. As for his actual physical description, he has long black braided hair, bright azure eyes (which often seemingly change color with his moods), and a ruddy brown colored skin with few smooth spots. His skin is nearly hairless save for the waistline area and the hair on his head. It also is rough and textured, with a thickness not found in humans, forming a natural defensive mechanism.

As for his clothes and style of dress, it fits the tribal culture. Generally a simple tan or grey tunic with dark brown or ash half-length pants are his usual outfit. No footwear is necessary for a Troll Guardian and none is used. His hair is often decorated with a

few beads, leaves, herbs, feathers, and trinkets intertwined and braided into his hair. In extremely cold climates, he'll supplement this with his worg-fur tunic. In extremely warm climates, the half-length pants or simply a loincloth will suffice.

While incredibly simplistic, here are two pictures that give you some very rough ideas of what certain features of Uhlan look like.

1. http://us.imdb.com/EGallery?source=granitz&group=1194&photo=KeithHamiltonCobb_Granitz_184872.jpg&path=gallery&path_key=Cobb,+Keith+Hamilton - This gives you an idea of his build or stature, though obviously on a taller scale.
2. http://us.imdb.com/EGallery?source=granitz&group=1194&photo=KeithHamiltonCobb_Granitz_184868.jpg&path=gallery&path_key=Cobb,+Keith+Hamilton - This gives you a good idea of what his skin color is, as well as his hair. It's not quite that long, only just below his shoulders, but with that style of braid.
3. <http://www.wwfsuperstars.com/tripleh/photo/?showitem=3> - And finally, this gives you an idea of how physically intimidating Uhlan can look to most humans. Additionally, it gives the proper "bulldog" style look that I picture Uhlan with. He is not a pretty or handsome troll. He's rugged, tough, commanding, and fairly large and scary. He's utilitarian, a tool, not one of the "beautiful people."

I think combining those three pictures (while funny in some ways) gives you at least some idea of what a composite of Uhlan would look like.

Skill/Combat Description

Any combat activity or movement based skill used by a Guardian is a flowing activity. It generally uses a fair amount of space (though it is not required all on one flat plane, as Trolls will take advantage of the obstacles around them). Uhlan moves quickly, transitioning easily from one physical activity to the next. His combat style will utilize his size as well as his agility and acrobatic maneuvers to gain an advantage. He'll trade ten minutes of heavy movement based fighting just to get the one opening he sees as fatal for his opponent.

His Ba'lans are hand carved from strong wood, but all his other weapons are of high quality steel combined with a trace amount of mithril. A Guardian relies on their weapons a great deal for combat and as tools. Therefore, they are not constructed and created shoddily. Finally, Uhlan is nearly completely ambidextrous in both hands. There is little difference between the skills either of his hands exhibit, both in skill usage and in combat. A terrifying sight is Uhlan throwing two Ba'lans simultaneously before charging in with his Daer'lans swining. This is how he can easily show his skill for taking down multiple opponents easily, as well as just creating a frightening image of the Maiden's Guardian.