

TROLLS

Name:

COURT:

Seeming:

Player:

Legacies:

Society:

Chronicle:

House:

Dotley:

attributes

Physical

Social

Mental

Strength _____ 000000
 Dexterity _____ 000000
 Stamina _____ 000000

Charisma _____ 000000
 Manipulation _____ 000000
 Appearance _____ 000000

Perception _____ 000000
 Intelligence _____ 000000
 Wits _____ 000000

abilities

Talents

Skills

Knowledges

Alertness _____ 000000
 Athletics _____ 000000
 Brawl _____ 000000
 Empathy _____ 000000
 Expression _____ 000000
 Intimidation _____ 000000
 Kenning _____ 000000
 Leadership _____ 000000
 Streetwise _____ 000000
 Subterfuge _____ 000000

Animal Ken _____ 000000
 Crafts _____ 000000
 Drive _____ 000000
 Etiquette _____ 000000
 Firearms _____ 000000
 Larceny _____ 000000
 Melee _____ 000000
 Performance _____ 000000
 Stealth _____ 000000
 Survival _____ 000000

Academics _____ 000000
 Computer _____ 000000
 Enigmas _____ 000000
 Gremayre _____ 000000
 Investigation _____ 000000
 Law _____ 000000
 Medicine _____ 000000
 Politics _____ 000000
 Science _____ 000000
 Technology _____ 000000

advantages

Backgrounds

Arts

Realms

_____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000

_____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000
 _____ 000000

Actor _____ 000000
 Fae _____ 000000
 Nature _____ 000000
 Prop _____ 000000
 Scene _____ 000000
 Time _____ 000000

Glamour

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0

Antichesis

Nightmare

Experience

Banality

0 0 0 0 0 0 0 0 0 0

Health

		Real	Chimerical
Bruised		<input type="checkbox"/>	<input type="checkbox"/>
Bruised		<input type="checkbox"/>	<input type="checkbox"/>
Bruised		<input type="checkbox"/>	<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>	<input type="checkbox"/>

Birthrights/Frailties

Ravaging/CDusing Threshold