

# 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    
 Bruised    
 Bruised    
 Hurt -1    
 Injured -1    
 Wounded -2    
 Mauled -2    
 Crippled -5    
 Incapacitated

### Birchrights/Frailties

### Ravaging/CDusing Threshold

# TROLLS

Fellowship/Household: \_\_\_\_\_  
 Master/Leige Lord: \_\_\_\_\_

Societies/Guilds: \_\_\_\_\_  
 Sain Day: \_\_\_\_\_

## MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

## CHIMERICAL ITEMS EXPERIENCE

Item	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL:

Gained From: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Chimerical Companions

_____
_____
_____
_____
_____

TOTAL SPENT: \_\_\_\_\_  
 Spent On: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## COMBAT

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

### ARMOR

Class: \_\_\_\_\_  
 Rating: \_\_\_\_\_  
 Penalty: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_



# TROLLS

## expanded backgrounds

Allies

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Contacts

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Dreamers

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Holdings

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Mentor

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Oaths Sworn

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Remembrance

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Resources

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Retinue

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Other(\_\_\_\_\_)

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## possessions

Gear(Carried)

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Treasures

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Equipment(Owned)

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Disc

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## Freeholds

Location

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Description

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