

TROLLS

Name:

COUR:

Seeming:

Player:

Seelie Legacy:

House:

Chronicle:

Unseelie Legacy:

Society:

ATTRIBUTES

Physical

Social

Mental

Strength 000000

Charisma 00000

Perception 00000

Dexterity 00000

Manipulation 00000

Intelligence 00000

Stamina 00000

Appearance 00000

Wits 00000

ABILITIES

Talents

Skills

Knowledges

Alertness* 00000

Crafts 00000

Computer 00000

Athletics* 00000

Drive 00000

Enigmas 00000

Brawl 00000

Etiquette 00000

Gremayre 00000

Dodge 00000

Firearms 00000

Investigation 00000

Empathy 00000

Leadership 00000

Law 00000

Intimidation 00000

Melee 00000

Linguistics 00000

Kenning 00000

Performance 00000

Lore 00000

Persuasion 00000

Security 00000

Medicine 00000

Streetwise 00000

Stealth 00000

Politics 00000

Subterfuge 00000

Survival 00000

Science 00000

ADVANTAGES

Backgrounds

ARTS

Realms

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Actor 00000

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Fae 00000

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Nature 00000

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Prop 00000

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Scene 00000

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Time 00000

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Merits & Flaws

Glamour

Health

Merit Cost

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

Real Chimerical

Bruised

Bruised

Bruised

Hurt -1

Flaw Bonus

Willpower

Injured -1

Wounded -2

0 0 0 0 0 0 0 0 0 0

Mauled -2

□ □ □ □ □ □ □ □ □ □

Crippled -5

Incapacitated

Birthrights/Fraillties

Titan's Power & Stubbornness/

Bond of Duty

Ravaging/CDusing Threshold

Experience

0 0 0 0 0 0 0 0 0 0
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*Trolls Can Never Botch