

TROLLS

Name:

COURT:

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

_____ 00000

_____ 00000

Actor _____ 00000

_____ 00000

_____ 00000

Fae _____ 00000

_____ 00000

_____ 00000

Nature _____ 00000

_____ 00000

_____ 00000

Prop _____ 00000

_____ 00000

_____ 00000

Scene _____ 00000

_____ 00000

_____ 00000

Time _____ 00000

_____ 00000

_____ 00000

Other Traits

Glamour

Health

_____ 00000

0 0 0 0 0 0 0 0 0 0

Real Chimerical

_____ 00000

_____ 00000

Bruised

_____ 00000

Bruised

_____ 00000

Bruised

_____ 00000

Willpower

_____ 00000

0 0 0 0 0 0 0 0 0 0

Hurt -1

_____ 00000

Injured -1

_____ 00000

Wounded -2

_____ 00000

Mauled -2

_____ 00000

Crippled -5

Incapacitated

Experience

Banality

Birthrights/Frailties

0 0 0 0 0 0 0 0 0 0

Titan's Power & Stubbornness/
Bond of Duty

Ravaging/CDusing Threshold

* Trolls Can Never Botch

TRAILS

Character History Sheet

Mortal Name: _____
Faerie Name: _____
Mortal Age: _____
Mortal Profession (if any): _____

Chimera/Companions/Treasures: _____

Description

Mortal: _____

Changeling: _____

Personality

Quirks: _____

Motivations & Goals: _____

Identity

Mortal: _____

Changeling: _____

Equipment

Oathcircle

Other Notes

