

Character Name      Player Name:  
Grom Jotunbrud

Race:                      Origin:  
The Fair (Troll)      Jotunheim

ATTRIBUTES:	DERIVED ATTRIBUTES:	
Agility	3 Initiative	5
Might	5 Movement	4
Intuition	2 Sprint	12
Wits	2 Phys Def	10
Presence	3 Mental Def	8
	Armor	

Concept:  
Troll Enforcer

Affiliation:  
Asylum/First Born

MAX HEALTH      38  
(current)

MAX INJURIES      2  
(Current)

MAX ENERGY      10  
(Current)

HARMONY:  
4

FOUNDATIONS:  
5 Rustic mountain life  
4 Fresh Meat  
3 Warrior Honor  
2 Aesir Animosity  
1 Clan Loyalty

Frailty: Vulnerability (Fire)

SKILLS:		SKILL POWER:	KNACK:
Athletics	Expert	(Might)	5
Close Combat	Master	(Might)	5
Command	Trained	(Presence)	3
Empathy		(Intuition)	2
Electronics		(Wits)	2
Firearms		(Agility)	3
Mechanics	Expert	(Wits)	2
Medicine		(Wits)	2
Nature	Trained	(Intuition)	2
Occult		(Wits)	2
Relate		(Presence)	3
Stealth		(Agility)	3
Streetwise	Trained	(Intuition)	2

Trained      = +3 to skill roll  
Expert      = +5 to skill roll  
Master      = +6 to skill roll

(skill roll bonuses  
are not cumulative)

Untrained Skill Bonus =  
1/2 associated attribute  
(Round down)

Awakened Vitality  
Toughness, Master Defense  
  
  
  
  
  
Exotic Certification (Garbage Truck)

**ASPECTS:**

Imposing Stature

Extraordinary Might

Skill Mastery (Close Combat)

Extraordinary Awareness (Bloodhound Scent)

Invulnerable Hide (Greater)

Expert Training (Mechanics)

**TALENT COST:**

1

2

2

1

5

1

**CONTRACTS:**

With ASYLUM for Special Training (Mechanics), Traded Imposing Stature and a year of service

**SPELLS:**

None