

**Corran of the Red Field**  
*Troll Grump - P/M/S - 25 XP*

Loyal defender of the Gwydion family, Sir Corran has sworn to protect Lord Lux at all costs.

# Corran of the Red Field

## Changeling

**Player:**

**Character ID:**

**Status:** Active

**Experience Unspent:** 0

**Total Experience Earned:** 0

**Narrator:**

**Date Printed:** April 12, 2013

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**Starting Date:** April 7, 2013

**Kith:** Troll

**Seeming:** Wilder

**Court:** Seelie

**Title:** Knight

**House:** Liam

**Seelie Legacy:** Paladin

**Unseelie Legacy:** Savage

**Threshold:** Help Those in Need

**Glamour:** 3 000

**Willpower:** 3 000

**Banality:** 5 00000

**Temp. Banality:** 5 00000

### 10 Physical Traits:

OO Athletic x2  
OO Brawny x2  
OO Enduring x2  
OO Stalwart x2  
OO Tough x2

### 7 Social Traits:

OO Compassionate x2  
O Dignified  
O Elegant  
O Expressive  
OO Friendly x2

### 6 Mental Traits:

O Alert  
O Calm  
O Determined  
O Insightful  
OO Vigilant x2

### 0 Negative Physical Traits:

### 0 Negative Social Traits:

### 0 Negative Mental Traits:

### 4 Status:

OO Loyal x2  
O Noble  
O Valiant

### 0 Influences:

### 6 Backgrounds:

OO Title x2  
OOOO Treasure x4 (Sword and Stone)

### 13 Abilities:

OO Brawl x2  
OOO Dodge x3  
O Linguistics (French)  
OO Lore: Changeling x2  
O Lore: Dreaming  
OO Melee x2 (Two-Weapon Fighting)  
O Occult  
O Stealth

### Arts:

Legerdemain: Gimmix (basic)  
Legerdemain: Mooch (basic)  
Wayfare: Hopscotch (basic)  
Wayfare: Quicksilver (basic)

### Merits:

Ambidextrous (1)

### Flaws:

### Realms:

Actor: True Friend  
Actor: Personal Contact  
Actor: Familiar Face  
Fae: Hearty Commoner  
Scene: Closet  
Scene: Bathroom  
Time: That Instant  
Time: Just a Moment

### Oaths:

### Equipment:

Sword and the Stone (+2, 1 Aggravated)

### Health Levels:

OO Healthy x2  
OOO Bruised x3  
OO Wounded x2  
O Incapacitated  
O Mortally Wounded

### Notes:

## **BACKGROUND:**

Corran is getting old. Having awakened at a young age, as most changelings are wont to do, he has seen his fair share of things in service to House Gwydion. The antics of Lord Lux are no different. Bitter yet loyal, Corran has been charged with protecting the wayward royal suitor during the dedication, as it has been made clear (by no fault of his own) that Lord Lux has been threatened. Though the troll suspects the reason, he cannot forsake his loyalties to end the charade forced upon his charge and himself. Instead, he must suffer through what he believes to be an enormous hoax designed to sully the honor of his Lords. But what can he do about it? He's just a knight.

## **MOTIVATIONS:**

- Protect your charge, Thomas Lux, at all costs. Watch him, stay by his side, whatever it takes.
- Attempt to put an end to the charade without breaking your word to protect Lux in all manners possible.
- Ensure the wedding proceeds as planned, at the behest of Thomas Lux.

# Troll

## Birth Rights:

- Titan's Power: Childling Trolls get additional Brawny and Stalwart traits, and Wilder Trolls may add an additional Bruised health level to this bonus. Grump trolls may gain an additional Brawny and a health level, but they lose a dexterity or quickness-related trait (beginning Troll Grumps may not have more than 2 such traits), and they may not gain any more such traits until they somehow lose a point of Permanent Banality.
- Stubbornness: Because of their devotion to duty, trolls gain an additional willpower trait that can only be used to support an oath.

## Frailties:

- Bond of Duty: The same bond ties a troll's physical health to her duty. A troll who reneges on a sworn oath or contract loses their Titan's Power plus one physical trait a day until they either run out or atone for the breach of honor.

## **General Rules to Remember (a.k.a. How to Win at Changeling!)**

Each of you has a number of goals your character wants to get done. Here are some tips to help you achieve your goals:

Lying is useful to getting things done. A well-timed lie can push things your way and make the night much easier. Be careful of getting caught in too many lies, though, as it will make it difficult for people to trust you.

Social Challenges are awesome! While they cannot force someone to do something, they can suggest that the loser respond more positively to the winner. If you feel someone is ignoring your Social Challenges, let an ST know.

Empathy is your friend. Many of you have dots of Empathy on your character sheet. If you suspect someone is lying, feel free to spend a dot to make a Mental Challenge versus their Social Traits. Winning means you know if the last thing they said was a Direct Lie. (Note, it won't detect misdirection of half-truths, just if it was an outright lie.)

Subterfuge is your friend. If someone challenges something you say to an Empathy test, you can cancel the test with Subterfuge and force them only to rely on role-playing.

Many of you have Etiquette. If you say something that others simply react horribly to, you may spend a point of etiquette to take back the last thing you just said. This can only be done immediately following your statement-- You can't undo a faux pas you made an hour ago.

### **Legerdemain: Gimmix**

This Art allows you to move things telekinetically; whatever is affected feels an invisible hand grasp it and move it about. Note that you cannot directly damage someone with a telekinetic “punch,” though pushing someone off of a building might ruin his day. This Art can be used on things you cannot see, but requires you to gesture the type of action you wish the Gimmix to perform - lifting, pulling, etc. - in addition to whatever Bunk you have been given. Gimmix costs one Physical Trait per use. Note that fine although actions such as flipping a switch or pushing a button are possible.

### **Legerdemain: Mooch**

With this Art, you can relocate objects from one place to another, usually from someone else's pocket to your own. The object in question must be in sight or have been seen during the last minute; if neither of these are true, you cannot *Mooch* something, even if you're absolutely sure it's still there. Living (and undead) things cannot be *Mooched* in any case, nor can the target be more than about the size of a fist or weigh more than about two pounds.

### **Wayfare: Hopscotch**

This Art allows you to make fantastic leaps and bounds. By using this power you can up to the top of a building and down again safely, provided of course you pay the necessary cost the cantrip. A Fair Escape may be called due to a use of this Art, depending on the nature of the jump and the attacker trying to prevent the getaway. a person wielding a hatchet won't be able to strike a bounding faerie, but one with a shotgun might. ("Pull!" ) Once you perform the Bunk, a variable number of Physical Traits may be spent to enact the magic of the cantrip; each Trait allows for a jump one story straight up or 10 feet across—it also covers jumping back/ getting down safely.

The action should be paused while the jumping is done, but the jump takes place at the conclusion of the turn's sequence of actions. If you use the Art on another, you must still be the one to spend the necessary Traits.

### **Wayfare: Quicksilver**

This cantrip allows you to move as fast a flicker of light, but only for an instant. After performing a successful Bunk, you may spend Glamour Traits to gain additional actions this turn at a rate of one per additional action, up to a maximum of the number of Bunk Traits you received in casting the cantrip. No other tests or challenges are required. So if you received a Three-Trait Bunk, you may not spend four Glamour for four extra actions, only three. These extra actions take place at the same time normal extra actions take place (e.g. Rage, Celerity, etc.), and follow similar rules.

## REALMS:

### Actor:

**True Friend**—A well-known confidant, a buddy.

**Personal Contact**—You must have had a long conversation with this person, and you must know his name.

**Familiar Face**—You need know nothing about this person, but you must recognize her face.

### Fae:

**Hearty Commoner**—Commoner changelings only. Note that you may not know if another changeling has a title until after the cantrip fails.

### Scene:

**Closet**—Up to 10 square feet.

**Bathroom**—Up to 20 square feet.

### Time:

**That Instant**—Up to 1 turn/Five Second delay

**Just A Moment**—Up to 3 turns/ 30 second delay