



NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

VICE:  
MASTER:  
MOTIVE:

### ATTRIBUTES

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

### ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Archery _____ 00000	Demonology _____ 00000
Awareness _____ 00000	Commerce _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Crafts _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Law _____ 00000
Expression _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Ride _____ 00000	Occult _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Politics _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Seneschal _____ 00000

### ADVANTAGES

Backgrounds	Arcana	Taints/Pacts
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____
_____ 00000	_____	_____

==== Virtues ====

Conscience _____ ●0000
Self-Control _____ ●0000
Courage _____ ●0000

==== Willpower ====

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

==== Health ====

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

==== Other Traits ====

Torture _____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

==== Resolve ====

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

==== Torment ====

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

==== Experience ====

# Devils Due

## MERITS & FLAWS

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

## ARCANA

Name:	Type:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## TAINTS & PACTS

Taint:	Type:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Pact	Rating
_____	_____
_____	_____
_____	_____

## COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor \_\_\_\_\_

Class: \_\_\_\_\_

Rating: \_\_\_\_\_

Penalty: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Devils Due

## EXPANDED BACKGROUNDS

Allies

Influence

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Contacts

Mentor

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Eminence

Resources

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

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

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## POSSESSIONS

Gear (Carried)

Equipment (Owned)

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Infernal Relics

Misc.

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## DOMAIN

Location

Description

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# Devils Due

## HISTORY

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### Goals

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## DESCRIPTION

Age: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

### Experience

Total: \_\_\_\_\_

Total Spent: \_\_\_\_\_

Spent On: \_\_\_\_\_

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### Derangements

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### Languages

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## CULT INFORMATION

Name: \_\_\_\_\_

Rites: \_\_\_\_\_

Structure: \_\_\_\_\_

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