

THE EARTHBOUND

DEMON THE FALLEN

NAME: _____ NATURE: _____ HOUSE: _____
 PLAYER: _____ DEMEANOR: _____ RELIQUARY: _____
 CHRONICLE: _____ CONCEPT: _____ CULT: _____

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Awareness _____ 00000	Demolitions _____ 00000	Finance _____ 00000
Brawl _____ 00000	Drive _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Law _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Intuition _____ 00000	Security _____ 00000	Politics _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Religion _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Research _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

ADVANTAGES

BACKGROUNDS	LORE	VIRTUES
_____ 00000	_____ 00000	Emotion _____ 00000
_____ 00000	_____ 00000	Flesh _____ 00000
_____ 00000	_____ 00000	Thought _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

OTHER TRAITS

FAITH

HEALTH

_____ 00000	0 0 0 0 0 0 0 0 0 0	Bruised <input type="checkbox"/>
_____ 00000	□ □ □ □ □ □ □ □ □ □	Hurt -1 <input type="checkbox"/>
_____ 00000	□ □ □ □ □ □ □ □ □ □	Injured -1 <input type="checkbox"/>
_____ 00000	□ □ □ □ □ □ □ □ □ □	Wounded -2 <input type="checkbox"/>
_____ 00000	□ □ □ □ □ □ □ □ □ □	Mauled -2 <input type="checkbox"/>
_____ 00000		Crippled -5 <input type="checkbox"/>
_____ 00000		Incapacitated <input type="checkbox"/>

WILLPOWER

_____ 00000	0 0 0 0 0 0 0 0 0 0
_____ 00000	□ □ □ □ □ □ □ □ □ □
_____ 00000	
_____ 00000	
_____ 00000	

EXPERIENCE



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MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	COST
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

APOCALYPTIC FORM

APPEARANCE	VISAGE POWERS	GROTESQUERIES
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

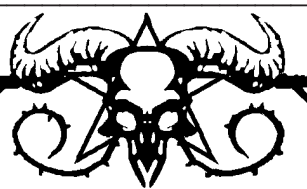
RITUALS

ADDITIONAL LORE PATHS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

THRALLS

NAME	GIFTS	STIGMATA
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



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EXPANDED BACKGROUNDS

ALLIES	CODEX	CULT
_____	_____	_____
_____	_____	_____
_____	_____	_____
EMINENCE	HOARD	INFLUENCE
_____	_____	_____
_____	_____	_____
_____	_____	_____
MASTERY	PARAGON	RESOURCES
_____	_____	_____
_____	_____	_____
_____	_____	_____
THRALLS	WORSHIP	OTHER(_____)
_____	_____	_____
_____	_____	_____
_____	_____	_____

RELICS

NAME	TYPE	ACTIVATION COST
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

RELIQUARY

DESCRIPTION

BASTIONS

LOCATION DESCRIPTION



