

FIEND

NAME:

NATURE:

VISAGE

PLAYER:

DEMEANOR:

FACTION:

CHRONICLE:

CONCEPT:

RANK:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
 Dexterity _____ 00000
 Stamina _____ 00000

SOCIAL

Charisma _____ 00000
 Manipulation _____ 00000
 Appearance _____ 00000

MENTAL

Perception _____ 00000
 Intelligence _____ 00000
 Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
 Athletics _____ 00000
 Awareness _____ 00000
 Brawl _____ 00000
 Dodge _____ 00000
 Empathy _____ 00000
 Expression _____ 00000
 Intimidation _____ 00000
 Intuition _____ 00000
 Leadership _____ 00000
 Streetwise _____ 00000
 Subterfuge _____ 00000

SKILLS

Animal Ken _____ 00000
 Crafts _____ 00000
 Demolitions _____ 00000
 Drive _____ 00000
 Etiquette _____ 00000
 Firearms _____ 00000
 Melee _____ 00000
 Performance _____ 00000
 Security _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Technology _____ 00000

KNOWLEDGES

Academics _____ 00000
 Computer _____ 00000
 Finance _____ 00000
 Investigation _____ 00000
 Law _____ 00000
 Linguistics _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Religion _____ 00000
 Research _____ 00000
 Science _____ 00000

ADVANTAGES

BACKGROUNDS

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

LORE

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

VIRTUES

Conscience _____ 00000
 Conviction _____ 00000
 Courage _____ 00000

OTHER TRAITS

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

FAITH

0 0 0 0 0 0 0 0 0 0

TORMENT

Permanent

0 0 0 0 0 0 0 0 0 0

Temporary

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0

HEALTH

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

EXPERIENCE



FIEND

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	COST

Apocalyptic Form

Low Torment Abilities	High Torment Abilities	Appearance

RITUALS

ADDITIONAL LORE PATHS

	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000

RELICS

Name	Type	Activation Cost

PACTS

Name	Gifts	Offered Faith



FIEND

EXPANDED BACKGROUNDS

<p>ALLIES</p> <hr/> <hr/> <hr/> <hr/>	<p>CONTACTS</p> <hr/> <hr/> <hr/> <hr/>	<p>EMINENCE</p> <hr/> <hr/> <hr/> <hr/>
<p>FAME</p> <hr/> <hr/> <hr/> <hr/>	<p>FOLLOWERS</p> <hr/> <hr/> <hr/> <hr/>	<p>INFLUENCE</p> <hr/> <hr/> <hr/> <hr/>
<p>LEGACY</p> <hr/> <hr/> <hr/> <hr/>	<p>MENTOR</p> <hr/> <hr/> <hr/> <hr/>	<p>PACTS</p> <hr/> <hr/> <hr/> <hr/>
<p>PARAGON</p> <hr/> <hr/> <hr/> <hr/>	<p>RESOURCES</p> <hr/> <hr/> <hr/> <hr/>	<p>OTHER(_____)</p> <hr/> <hr/> <hr/> <hr/>

POSSESSIONS

<p>GEAR(CARRIED)</p> <hr/> <hr/> <hr/> <hr/>	<p>EQUIPMENT(OWNED)</p> <hr/> <hr/> <hr/> <hr/>	<p>MISC.</p> <hr/> <hr/> <hr/> <hr/>
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BASTIONS

<p>LOCATION</p> <hr/> <hr/> <hr/> <hr/>	<p>DESCRIPTION</p> <hr/> <hr/> <hr/> <hr/>
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COMBAT

WEAPON/ATTACK	DAMAGE	RANGE	RATE	CLIP	CONCEAL.	ARMOR



FIEND

HISTORY

THE WAR

PRELUDE

MORTAL APPEARANCE

AGE: _____

APPARENT AGE: _____

HAIR: _____

EYES: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

RACE: _____

NATIONALITY: _____

DISTINGUISHING CHARACTERISTICS: _____

FACTION NOTES

COURT NOTES

