

DEMON the fallen

NAME: _____ **NATURE:** _____ **HOUSE:** _____
PLAYER: _____ **DEMEANOR:** _____ **FACTION:** _____
CHRONICLE: _____ **CONCEPT:** _____ **VISAGE** _____

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	Drive _____ 00000	Finance _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Law _____ 00000
Expression _____ 00000	Larceny _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Occult _____ 00000
Intuition _____ 00000	Performance _____ 00000	Politics _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Religion _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Research _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000
_____ 00000	_____ 00000	_____ 00000

ADVANTAGES

BACKGROUNDS	LORE	VIRTUES
_____ 00000	_____ 00000	Conscience _____ 00000
_____ 00000	_____ 00000	Conviction _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

OTHER TRAITS

FAITH

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
 □ □ □ □ □ □ □ □ □ □

TORMENT

Permanent

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Temporary

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
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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"/>

EXPERIENCE



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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

RELICS

Name	TYPE	ACTIVATION COST

PACTS

Name	GIFTS	OFFERED FAITH



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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



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HISTORY

THE WAR

PRELUDE

MORTAL APPEARANCE

AGE: _____

APPARENT AGE: _____

HAIR: _____

EYES: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

RACE: _____

NATIONALITY: _____

DISTINGUISHING CHARACTERISTICS: _____

FACTION NOTES

COURT NOTES

