

FIEND



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

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ 00000000	Charisma _____ 00000000	Perception _____ 00000000
Dexterity _____ 00000000	Manipulation _____ 00000000	Intelligence _____ 00000000
Stamina _____ 00000000	Appearance _____ 00000000	Wits _____ 00000000

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	

APOCALYPTIC FORM

LOW TORMENT ABILITIES

HIGH TORMENT ABILITIES

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

