

20<sup>th</sup> Anniversary Edition  
**DEMON**  
 the fallen

NAME:

NATURE:

HOUSE:

PLAYER:

DEMEANOR:

FACTION:

CHRONICLE:

CONCEPT:

VISAGE:

**ATTRIBUTES**

**PHYSICAL**

**SOCIAL**

**MENTAL**

Strength\_0000000000  
 Dexterity\_0000000000  
 Stamina\_0000000000

Charisma\_0000000000  
 Manipulation\_0000000000  
 Appearance\_0000000000

Perception\_0000000000  
 Intelligence\_0000000000  
 Wits\_0000000000

**ABILITIES**

**TALENTS**

**SKILLS**

**KNOWLEDGES**

Alertness\_0000000000  
 Athletics\_0000000000  
 Awareness\_0000000000  
 Brawl\_0000000000  
 Empathy\_0000000000  
 Expression\_0000000000  
 Intimidation\_0000000000  
 Intuition\_0000000000  
 Leadership\_0000000000  
 Streetwise\_0000000000  
 Subterfuge\_0000000000  
 \_\_\_\_\_0000000000

Animal Ken\_0000000000  
 Crafts\_0000000000  
 Drive\_0000000000  
 Etiquette\_0000000000  
 Firearms\_0000000000  
 Larceny\_0000000000  
 Melee\_0000000000  
 Performance\_0000000000  
 Stealth\_0000000000  
 Survival\_0000000000  
 Technology\_0000000000  
 \_\_\_\_\_0000000000

Academics\_0000000000  
 Computer\_0000000000  
 Finance\_0000000000  
 Investigation\_0000000000  
 Law\_0000000000  
 Medicine\_0000000000  
 Occult\_0000000000  
 Politics\_0000000000  
 Religion\_0000000000  
 Research\_0000000000  
 Science\_0000000000  
 \_\_\_\_\_0000000000

**ADVANTAGES**

**BACKGROUNDS**

**LORE**

**VIRTUES**

\_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
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 \_\_\_\_\_0000000000

Conscience\_00000  
 Conviction\_00000  
 Courage\_00000

**HEALTH**

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

**OTHER TRAITS**

**FAITH**

\_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000

0000000000

**TORMENT**

Permanent

0000000000

Temporary

0000000000

**WILLPOWER**

0000000000

**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**

_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO
_____	_____	OOOOOOOOOO

**RELICS**

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

**PACTS**

NAME	GIFTS	OFFERED FAITH
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



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**EXPANDED BACKGROUNDS**

ALLIES

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CONTACTS

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EMINENCE

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FAME

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FOLLOWERS

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INFLUENCE

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LEGACY

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MENTOR

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PACTS

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PARAGON

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RESOURCES

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OTHER (\_\_\_\_\_)

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**POSSESSIONS**

GEAR (CARRIED)

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EQUIPMENT (OWNED)

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MISC.

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**BASTIONS**

LOCATION

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DESCRIPTION

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**COMBAT**

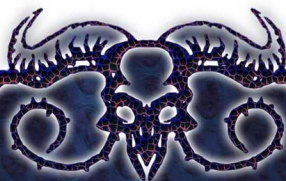
WEAPON/ATTACK	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

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**HISTORY**

**THE WAR**

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**PRELUDE**

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**MORTAL APPEARANCE**

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

DISTINGUISHING CHARACTERISTICS: \_\_\_\_\_

**FACTION NOTES**

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**COURT NOTES**

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