

DEVOURER

NAME:

NATURE:

FACTION:

PLAYER:

DEMEANOR:

VISAGE:

CHRONICLE:

CONCEPT:

RANK:

ATTRIBUTES

PHYSICAL

Strength _____ 00000000
 Dexterity _____ 00000000
 Stamina _____ 00000000

SOCIAL

Charisma _____ 00000000
 Manipulation _____ 00000000
 Appearance _____ 00000000

MENTAL

Perception _____ 00000000
 Intelligence _____ 00000000
 Wits _____ 00000000

ABILITIES

TALENTS

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

SKILLS

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

KNOWLEDGES

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

ADVANTAGES

BACKGROUNDS

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

LORE

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

VIRTUES

Conscience _____ 00000
 Conviction _____ 00000
 Courage _____ 00000

HEALTH

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

OTHER TRAITS

_____ 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

EXPERIENCE



DEVOURER

MERITS & FLAWS

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

APOCALYPTIC FORM

LOW TORMENT ABILITIES	HIGH TORMENT ABILITIES	APPEARANCE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

RITUALS

ADDITIONAL LORE PATHS

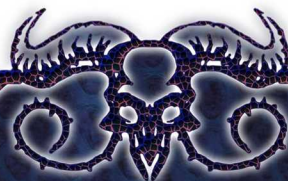
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_____	00000

RELICS

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

PACTS

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



DEVOURER

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

EMINENCE

FAME

FOLLOWERS

INFLUENCE

LEGACY

MENTOR

PACTS

PARAGON

RESOURCES

OTHER ()

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

MISC.

BASTIONS

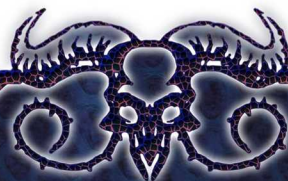
LOCATION

DESCRIPTION

COMBAT

WEAPON/ATTACK	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR



DEVILQUIRER

HISTORY

THE WAR

PRELUDE

MORTAL APPEARANCE

AGE: _____

APPARENT AGE: _____

HAIR: _____

EYES: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

RACE: _____

NATIONALITY: _____

DISTINGUISHING CHARACTERISTICS: _____

FACTION NOTES

COURT NOTES

