

# SLAYER

**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	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

## 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"/>

## 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



# SLAYER

## 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
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000

## RELICS

NAME	TYPE	ACTIVATION COST

## PACTS

NAME	GIFTS	OFFERED FAITH



# SLAYER

## 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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# SLAYER

## 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: \_\_\_\_\_

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## FACTION NOTES

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## COURT NOTES

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