

DEMON the fallen

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

HOUSE:
FACTION:
VISAGE:

ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000000	Charm _____ 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	Archery _____ 00000	Enigmas _____ 00000
Awareness _____ 00000	Commerce _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Crafts _____ 00000	Investigation _____ 00000
Empathy _____ 00000	Etiquette _____ 00000	Law _____ 00000
Expression _____ 00000	Meditation _____ 00000	Linguistics _____ 00000
Intimidation _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intuition _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Ride _____ 00000	Politics _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Seneschal _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000
_____ 00000	_____ 00000	_____ 00000

ADVANTAGES

Backgrounds	Loŕe	Virtues
_____ 00000	_____ 00000	Conscience _____ 00000
_____ 00000	_____ 00000	Conviction _____ 00000
_____ 00000	_____ 00000	Courage _____ 00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

Other Traits

_____ 00000
 _____ 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

Health

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

Experience

DEMON the fallen

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

APOCALYPTIC FORM

Low Torment Abilities

High Torment Abilities

Appearance

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

RITUALS & LORE PACTS

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

RELIQS

Name

Type

Activation Cost

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

PACTS

Name

Gifts

Offered Faith

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DEMON the fallen

EXPANDED BACKGROUNDS

Alies

Contacts

Eminence

Fame

Followers

Influence

Legacy

Mentor

Pacts

Paragon

Resources

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Misc.

BASTIONS

Location

Description

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

