L' Enfants Diabolique

The Children of the Seventh Generation

Name: Virtue: Chronicle:
Age: Vice: Cult:
Player: Concept: Group Name:

ATTRIBUTES

Power	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Finesse	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resistance	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

SKILLS

Mental
(-3 unskilled)

Academics _____ ○○○○○
Computer _____ ○○○○○
Crafts _____ ○○○○○
Investigation _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Politics _____ ○○○○○
Science _____ ○○○○○

Physical
(-1 unskilled)

Athletics _____ ○○○○○
Brawl _____ ○○○○○
Drive _____ ○○○○○
Firearms _____ ○○○○○
Larceny _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○
Weaponry _____ ○○○○○

Social
(-1 unskilled)

Animal Ken _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Persuasion _____ ○○○○○
Socialize _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

OTHER TRAITS

Merits

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
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_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Flaws

_____
_____
_____

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Health

○○○○○○○○○○○○○
□□□□□□□□□□□□□

Willpower

○○○○○○○○○○
□□□□□□□□□□

Morality

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Weapon/Attack	Dice Mod.	Range	Clip	Size

Equipment	Durability	Structure	Size	Cost

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

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INFERNAL ASPECTS

OTHER TRAITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

DERANGEMENTS

Type:_____
Description:

Type:_____
Description:

Type:_____
Description:

HISTORY

Goals

DESCRIPTION

Age:_____ Height:_____
Hair:_____ Weight:_____
Eyes:_____ Race:_____
Sex:_____ Nationality:_____

ALLIES AND CONTACTS

WEAPONS AND EQUIPMENT

Weapon/Attack	Dice Mod.	Range	Clip	Size

Equipment	Durability	Structure	Size	Cost

Experience Chart: Attribute: New dots x5 • Skill: New dots x3 • Skill Specialty: 3 • Merit: New dots x2 • Morality: New dots x3 • Willpower: 8 xp