

Defiler

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	

OTHER TRAITS

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		<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"/>

EXPERIENCE



Defiler

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



Defiler

HISTORY

THE WAR

PRELUDE

MORTAL APPEARANCE

AGE: _____

APPARENT AGE: _____

HAIR: _____

EYES: _____

HEIGHT: _____

WEIGHT: _____

SEX: _____

RACE: _____

NATIONALITY: _____

DISTINGUISHING CHARACTERISTICS: _____

FACTION NOTES

COURT NOTES

