



NAME:
PLAYER:
CHRONICLE:

NATURE:
DEMEANOR:
CONCEPT:

VICE:
MASTER:
MOTIVE:

ATTRIBUTES

Physical	Social	Mental
Strength_____00000	Charisma_____00000	Perception_____00000
Dexterity_____00000	Manipulation_____00000	Intelligence_____00000
Stamina_____00000	Appearance_____00000	Wits_____00000

ABILITIES

Talents	Skills	Knowledges
Alertness_____00000	Animal Ken_____00000	Academics_____00000
Athletics_____00000	Archery_____00000	Demonology_____00000
Awareness_____00000	Commerce_____00000	Hearth Wisdom_____00000
Brawl_____00000	Crafts_____00000	Investigation_____00000
Dodge_____00000	Etiquette_____00000	Law_____00000
Expression_____00000	Melee_____00000	Linguistics_____00000
Intimidation_____00000	Performance_____00000	Medicine_____00000
Leadership_____00000	Ride_____00000	Occult_____00000
Legerdemain_____00000	Stealth_____00000	Politics_____00000
Subterfuge_____00000	Survival_____00000	Seneschal_____00000

ADVANTAGES

Backgrounds	Arcana	Taints/Pacts
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____
_____00000	_____	_____

==== Virtues ====

Conscience_____00000
Self-Control_____00000
Courage_____00000

==== Willpower ====

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

==== 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 ====

Torture_____00000
_____00000
_____00000
_____00000
_____00000
_____00000

==== Resolve ====

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

==== Torment ====

0 0 0 0 0 0 0 0 0 0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

==== Experience ====

Devils Due

MERITS & FLAWS

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

ARCANA

Name:	Type:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

TAINTS & PACTS

Taint:	Type:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Pact	Rating
_____	_____
_____	_____
_____	_____
_____	_____

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor _____

Class: _____

Rating: _____

Penalty: _____

Description: _____

Devils Due

EXPANDED BACKGROUNDS

Allies

Influence

Contacts

Mentor

Eminence

Resources

Other (_____)

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Infernal Relics

Misc.

DOMAIN

Location

Description

Devils Due

HISTORY

Goals

DESCRIPTION

Age: _____

Apparent Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Experience

Total: _____

Total Spent: _____

Spent On: _____

Derangements

Languages

CULT INFORMATION

Name: _____

Rites: _____

Structure: _____
