

DEMON

THE DESERT

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

INCARNATION:
AGENDA:
CATALYST:

ATTRIBUTES

POWER	INTELLIGENCE	●●●●	STRENGTH	●●●●	PRESENCE	●●●●
FINESSE	WITS	●●●●	DEXTERITY	●●●●	MANIPULATION	●●●●
RESISTANCE	RESOLVE	●●●●	STAMINA	●●●●	COMPOSURE	●●●●

SKILLS

OTHER TRAITS

MENTAL

(3 unskilled)

- Academics _____ 00000
- Computer _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Occult _____ 00000
- Politics _____ 00000
- Science _____ 00000

PHYSICAL

(1 unskilled)

- Athletics _____ 00000
- Brawl _____ 00000
- Drive _____ 00000
- Firearms _____ 00000
- Larceny _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

SOCIAL

(1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

MERITS

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

CONDITIONS

ASPIRATIONS

HEALTH

00000000000000
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WILLPOWER

000000000000
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COVER

000000000000

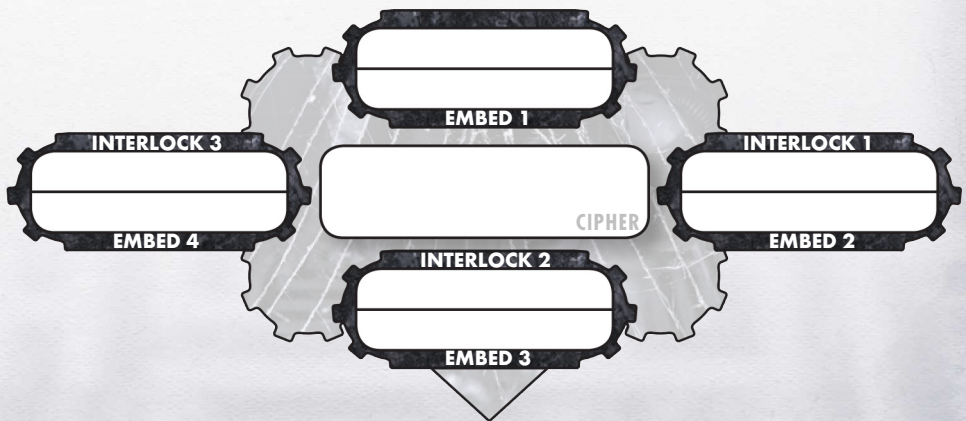
PRIMUM

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AETHER

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Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □ □
 Experiences: _____
 Cover Beats: □ □ □ □ □
 Cover Experiences: _____



Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) •
 Merits 10 • Health = Stamina + Size •
 Willpower = Resolve + Composure •
 Size = 5 for adult humans • Starting Cover = 7 •
 Defense = Lower of Dexterity or Wits + Athletics •
 Initiative Mod = Dexterity + Composure •
 Speed = Strength + Dexterity +5

