

TEMPTERS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

INCARNATION:
CATALYST:
RING:

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
- _____ 00000

CONDITIONS

ASPIRATIONS

HEALTH

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WILLPOWER

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□□□□□□□□□□

COVER

000000000000

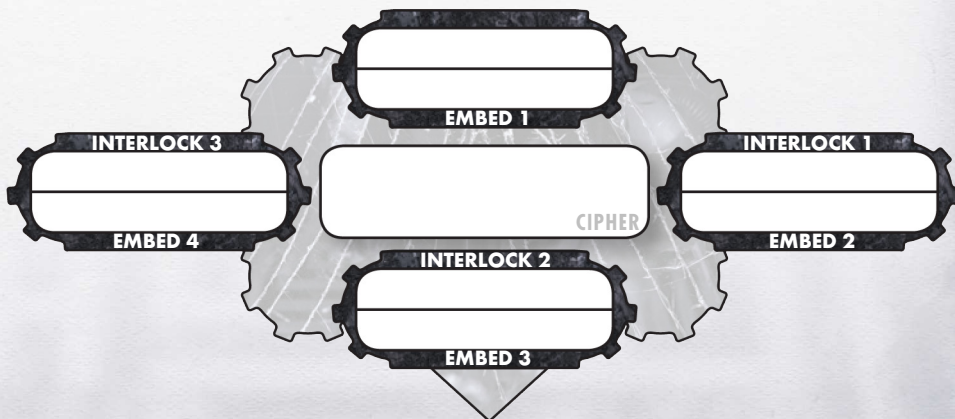
PRIMUM

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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

FINAL TRUTH

TEMPTERS

OTHER MERTS

| | | | | | | | | |
|--------------------------|-------|-------|--------------------------|-------|-------|--------------------------|-------|-------|
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DEMONIC FORM

EMBEDS

EXPLOITS

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

INTERLOCKS

Interlock 1: _____ Dice Pool: _____ Cost: _____
 Description: _____

Interlock 2: _____ Dice Pool: _____ Cost: _____
 Description: _____

Interlock 3: _____ Dice Pool: _____ Cost: _____
 Description: _____

COMBAT

| Weapon/Attack | Damage | Range | Clip | Init. | Strength | Size |
|---------------|--------|-------|------|-------|----------|------|
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| | | | | | | |
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Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

TEMPTERS

GLITCHES

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PACTS

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EQUIPMENT

| Name | Durability | Structure | Size | Cost | Notes |
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| Vehicle | Durability | Structure | Size | Acceleration | Safe Speed | Max Speed | Handling |
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BOLTHOLE

LOCATION

DESCRIPTION

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TEMPTERS

COVERS

| Name: _____ | COVER RATING | MERITS |
|-------------------|--------------|--------------------------------------|
| Age: _____ | 0000000000 | <input type="checkbox"/> _____ 00000 |
| Appearance: _____ | | <input type="checkbox"/> _____ 00000 |
| _____ | | <input type="checkbox"/> _____ 00000 |
| _____ | | <input type="checkbox"/> _____ 00000 |
| _____ | | <input type="checkbox"/> _____ 00000 |
| _____ | | <input type="checkbox"/> _____ 00000 |
| Notes: _____ | | <input type="checkbox"/> _____ 00000 |
| _____ | | <input type="checkbox"/> _____ 00000 |
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| Name: _____ | COVER RATING | MERITS |
|-------------------|--------------|--------------------------------------|
| Age: _____ | 0000000000 | <input type="checkbox"/> _____ 00000 |
| Appearance: _____ | | <input type="checkbox"/> _____ 00000 |
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| Name: _____ | COVER RATING | MERITS |
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| Name: _____ | COVER RATING | MERITS |
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