

# DEMON

THE DESCENT

**NAME:**  
**PLAYER:**  
**CHRONICLE:**

**VIRTUE:**  
**VICE:**  
**CONCEPT:**

**INCARNATION:**  
**AGENDA:**  
**CATALYST:**

## ATTRIBUTES

<b>POWER</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>FINESSE</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>RESISTANCE</b>	Resolve	00000	Stamina	00000	Composure	00000

## 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

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### ASPIRATIONS

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### HEALTH

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### WILLPOWER

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### COVER

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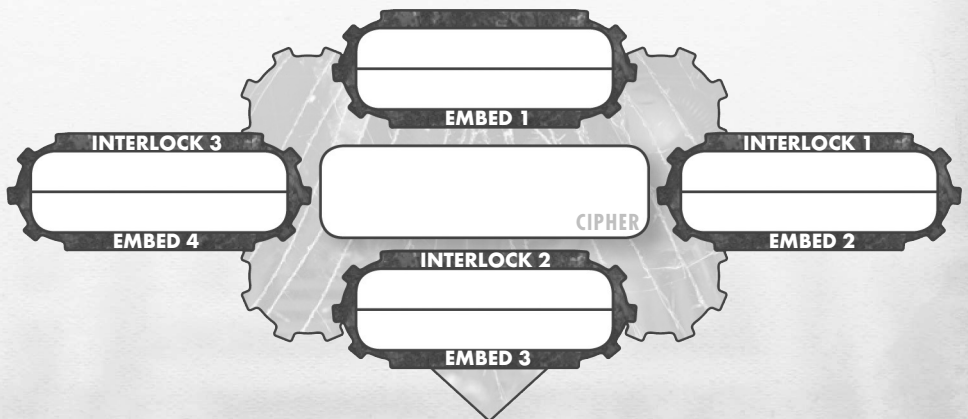
### PRIMUM

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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

# DEMON

THE DESCENT

## OTHER MERTS

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## DEMONIC FORM

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## EMBEDS

## EXPLOITS

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## 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

Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



### GLITCHES

Two columns of horizontal lines for handwritten notes under the 'GLITCHES' section.

### PACTS

Two columns of horizontal lines for handwritten notes under the 'PACTS' section.

### EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes

Vehicle	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling

### BOLTHOLE

LOCATION

DESCRIPTION

Two columns of horizontal lines for handwritten notes under the 'BOLTHOLE' section.



EXPANDED MERITS

ALLIES

MENTOR

Four horizontal lines for notes under ALLIES

Four horizontal lines for notes under MENTOR

CONTACTS

RESOURCES

Four horizontal lines for notes under CONTACTS

Four horizontal lines for notes under RESOURCES

FAME

RETAINER

Four horizontal lines for notes under FAME

Four horizontal lines for notes under RETAINER

OTHER ( \_\_\_\_\_ )

OTHER ( \_\_\_\_\_ )

Four horizontal lines for notes under OTHER (left)

Four horizontal lines for notes under OTHER (right)

HISTORY

Twenty horizontal lines for notes under HISTORY



### COVERS

Name: \_\_\_\_\_  
Age: \_\_\_\_\_  
Appearance: \_\_\_\_\_

COVER RATING  
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MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
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- \_\_\_\_\_ 00000

Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Age: \_\_\_\_\_  
Appearance: \_\_\_\_\_

COVER RATING  
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MERITS

- \_\_\_\_\_ 00000
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Notes: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Age: \_\_\_\_\_  
Appearance: \_\_\_\_\_

COVER RATING  
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MERITS

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Notes: \_\_\_\_\_  
\_\_\_\_\_  
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Name: \_\_\_\_\_  
Age: \_\_\_\_\_  
Appearance: \_\_\_\_\_

COVER RATING  
0000000000

MERITS

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Notes: \_\_\_\_\_  
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