

# DEMON

## the fallen

NAME:

NATURE:

HOUSE:

PLAYER:

DEMEANOR:

FACTION:

CHRONICLE:

CONCEPT:

VISAGE:

### ATTRIBUTES

#### PHYSICAL

Strength \_\_\_\_\_ 00000000  
 Dexterity \_\_\_\_\_ 00000000  
 Stamina \_\_\_\_\_ 00000000

#### SOCIAL

Charisma \_\_\_\_\_ 00000000  
 Manipulation \_\_\_\_\_ 00000000  
 Appearance \_\_\_\_\_ 00000000

#### MENTAL

Perception \_\_\_\_\_ 00000000  
 Intelligence \_\_\_\_\_ 00000000  
 Wits \_\_\_\_\_ 00000000

### ABILITIES

#### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Larceny \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Finance \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Politics \_\_\_\_\_ 00000  
 Religion \_\_\_\_\_ 00000  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### LORE

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

#### VIRTUES

Conscience \_\_\_\_\_ 00000  
 Conviction \_\_\_\_\_ 00000  
 Courage \_\_\_\_\_ 00000

#### OTHER TRAITS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

#### FAITH

0000000000  
 □□□□□□□□

#### TORMENT

Permanent

0000000000

Temporary

0000000000

#### WILLPOWER

0000000000  
 □□□□□□□□

#### HEALTH

Bruised   
 Hurt -1   
 Injured -1   
 Wounded -2   
 Mauled -2   
 Crippled -5   
 Incapacitated

#### EXPERIENCE



# DEMON

## the fallen

### MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	COST

### APOCALYPTIC FORM

LOW TORMENT ABILITIES	HIGH TORMENT ABILITIES	APPEARANCE

### RITUALS

### ADDITIONAL LORE PATHS

	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000
	00000

### RELICS

NAME	TYPE	ACTIVATION COST

### PACTS

NAME	GIFTS	OFFERED FAITH



# DEMON

## the fallen

### 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

---

---

---



# DEMON

the fallen

## HISTORY

### THE WAR

---

---

---

---

---

---

### PRELUDE

---

---

---

---

---

---

## MORTAL APPEARANCE

AGE: \_\_\_\_\_

APPARENT AGE: \_\_\_\_\_

HAIR: \_\_\_\_\_

EYES: \_\_\_\_\_

HEIGHT: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

SEX: \_\_\_\_\_

RACE: \_\_\_\_\_

NATIONALITY: \_\_\_\_\_

DISTINGUISHING CHARACTERISTICS: \_\_\_\_\_

## FACTION NOTES

---

---

---

---

---

---

## COURT NOTES

---

---

---

---

---

---

