

DEMON

the fallen

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

House:
Faction:
Visage:

ATTRIBUTES

PHYSICAL

Strength_____ ●ooooo
Dexterity_____ ●ooooo
Stamina_____ ●ooooo

SOCIAL

Charisma_____ ●ooooo
Manipulation_____ ●ooooo
Appearance_____ ●ooooo

MENtal

Perception_____ ●ooooo
Intelligence_____ ●ooooo
Wits_____ ●ooooo

ABILITIES

TALENTS

Alertness_____ oooooo
Athletics_____ oooooo
Awareness_____ oooooo
Brawl_____ oooooo
Dodge_____ oooooo
Empathy_____ oooooo
Expression_____ oooooo
Intimidation_____ oooooo
Intuition_____ oooooo
Leadership_____ oooooo
Streetwise_____ oooooo
Subterfuge_____ oooooo

SKILLS

Animal Ken_____ oooooo
Crafts_____ oooooo
Demolitions_____ oooooo
Drive_____ oooooo
Etiquette_____ oooooo
Firearms_____ oooooo
Melee_____ oooooo
Performance_____ oooooo
Security_____ oooooo
Stealth_____ oooooo
Survival_____ oooooo
Technology_____ oooooo

KNOWLEDGES

Academics_____ oooooo
Computer_____ oooooo
Finance_____ oooooo
Investigation_____ oooooo
Law_____ oooooo
Linguistics_____ oooooo
Medicine_____ oooooo
Occult_____ oooooo
Politics_____ oooooo
Religion_____ oooooo
Research_____ oooooo
Science_____ oooooo

ADVANTAGES

BACKGROUNDS

_____ oooooo
_____ oooooo
_____ oooooo
_____ oooooo
_____ oooooo

LORE

_____ oooooo
_____ oooooo
_____ oooooo
_____ oooooo
_____ oooooo

VIRTUES

Conscience_____ ●ooooo
Conviction_____ ●ooooo
Courage_____ ●ooooo

Apocalyptic Form

Faith

O O O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

TOURENT

Permanent

O O O O O O O O O O O O
O O O O O O O O O O O O

Temporary

O O O O O O O O O O O O
O O O O O O O O O O O O

WILLPOWER

O O O O O O O O O O O O
□ □ □ □ □ □ □ □ □ □

HEALTH

Bruised



Hurt

-1



Injured

-1



Wounded

-2



Mauled

-2



Crippled

-5



Incapacitated

EXPERIENCE

