

DEMON the fallen

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

House:
Faction:
Visage:

ATTRIBUTES

PHYSICAL	SOCIAL	MENTAL
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

ABILITIES

TALENTS	SKILLS	KNOWLEDGES
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Computer _____ 00000
Awareness _____ 00000	Demolitions _____ 00000	Finance _____ 00000
Brawl _____ 00000	Drive _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Etiquette _____ 00000	Law _____ 00000
Empathy _____ 00000	Firearms _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Intuition _____ 00000	Security _____ 00000	Politics _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Religion _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Research _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

ADVANTAGES

BACKGROUNDS	LORE	VIRTUES
_____ 00000	_____ 00000	Conscience _____ ●0000
_____ 00000	_____ 00000	Conviction _____ ●0000
_____ 00000	_____ 00000	Courage _____ ●0000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

APOCALYPTIC FORM

FAITH

HEALTH

_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ □ □ □ □ □ □ □ □ □ □	Bruised <input type="checkbox"/>
_____	← TORMENT → Permanent	Hurt -1 <input type="checkbox"/>
_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ Temporary	Injured -1 <input type="checkbox"/>
_____	← WILLPOWER →	Wounded -2 <input type="checkbox"/>
_____	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ □ □ □ □ □ □ □ □ □ □	Mauled -2 <input type="checkbox"/>
_____		Crippled -5 <input type="checkbox"/>
_____		Incapacitated <input type="checkbox"/>

EXPERIENCE

