

# DEMON

THE DESCENT

NAME: \_\_\_\_\_ CONCEPT: \_\_\_\_\_ INCARNATION: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_ VIRTUE: \_\_\_\_\_ AGENDA: \_\_\_\_\_  
 CHRONICLE: \_\_\_\_\_ VICE: \_\_\_\_\_ CATALYST: \_\_\_\_\_

## ATTRIBUTES

POWER ●●●●● INTELLIGENCE ●●●●● STRENGTH ●●●●● PRESENCE ●●●●●  
 FINESSE ●●●●● WITS ●●●●● DEXTERITY ●●●●● MANIPULATION ●●●●●  
 RESISTANCE ●●●●● RESOLVE ●●●●● STAMINA ●●●●● COMPOSURE ●●●●●

## SKILLS

### MENTAL

(-3 UNSKILLED)

- Academics \_\_\_\_\_ ○○○○○
- Computer \_\_\_\_\_ ○○○○○
- Crafts \_\_\_\_\_ ○○○○○
- Investigation \_\_\_\_\_ ○○○○○
- Medicine \_\_\_\_\_ ○○○○○
- Occult \_\_\_\_\_ ○○○○○
- Politics \_\_\_\_\_ ○○○○○
- Science \_\_\_\_\_ ○○○○○

### PHYSICAL

(-1 UNSKILLED)

- Athletics \_\_\_\_\_ ○○○○○
- Brawl \_\_\_\_\_ ○○○○○
- Drive \_\_\_\_\_ ○○○○○
- Firearms \_\_\_\_\_ ○○○○○
- Larceny \_\_\_\_\_ ○○○○○
- Stealth \_\_\_\_\_ ○○○○○
- Survival \_\_\_\_\_ ○○○○○
- Weaponry \_\_\_\_\_ ○○○○○

### SOCIAL

(-1 UNSKILLED)

- Animal Ken \_\_\_\_\_ ○○○○○
- Empathy \_\_\_\_\_ ○○○○○
- Expression \_\_\_\_\_ ○○○○○
- Intimidation \_\_\_\_\_ ○○○○○
- Persuasion \_\_\_\_\_ ○○○○○
- Socialize \_\_\_\_\_ ○○○○○
- Streetwise \_\_\_\_\_ ○○○○○
- Subterfuge \_\_\_\_\_ ○○○○○

## OTHER MERITS

### MERITS

- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

- Size \_\_\_\_\_  
 Speed \_\_\_\_\_  
 Defense \_\_\_\_\_  
 Armor \_\_\_\_\_  
 Initiative Mod \_\_\_\_\_  
 Beats □□□□ Cover Beats □□□□  
 Experiences \_\_\_\_\_  
 Cover Experiences \_\_\_\_\_

### HEALTH

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 □ □ □ □ □ □ □ □ □ □ □ □ □ □

### WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○  
 □ □ □ □ □ □ □ □ □ □ □ □ □ □

### COVER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### PRIMUM

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### AETHER

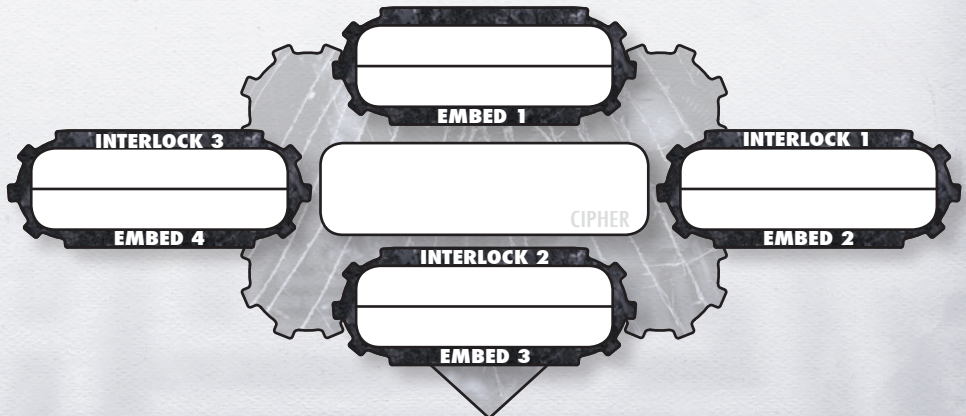
□ □ □ □ □ □ □ □ □ □ □ □ □ □  
 □ □ □ □ □ □ □ □ □ □ □ □ □ □

### CONDITIONS

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

### ASPIRATIONS

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



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

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

