

Daemon

ATTRIBUTES

DEXTERITY:

FIREARMS-
THROWN OBJECTS-
FIGHTING-
MELEE-
STEALTH-

STRENGTH:

MOVEMENT-
GRAPPLE-
LIFT-
STAMINA-
ADAPTABILITY-

MECHANICAL:

DRIVE-
SEIGE TECHNOLOGY-
REPAIR-
CYBERNETICS-
SABOTAGE-

KNOWLEDGE:

LANGUAGE-
HERALDRY-
TECHNOLOGY-
MEDICAL-
HUMAN SOCIETY-
PLANAR CONCEPTS-

PERCEPTION:

PERIPATEIN-
SUBTERFUGE-
SEARCH-
PSYCHOANALYSIS-
NOTICE-
SENSITIVITY-

MIND:

MENTAL-
MANIPULATION-
RESTRAINT-
INSIGHT-
MEMORY-

CHARACTER NAME:

CIRCLE:

PRIMARY SOCIAL BACKGROUND:

SECONDARY SOCIAL BACKGROUND:

DIADEM:

ESSENCE:

IMPURITY RATING (1D6):

TURNS / ROUND:

RANK-

ENDURANCE:

PNEUMA:

OBSCURITY:

STATUS:

DAEMON SIZE:

AVERSION:

CORRUPTED SPIRIT:

EQUIPMENT:

ENERGY

ARMOR:

AR

LOCATIONS

ENERGY

RADIATION LEVEL- _____

DISEASES:

DAEMON KILLED- PNEUMA-

NATURAL WEAPON:

B:

P:

BV:

MELEE WEAPON:

B:

P:

BV:

DAEMON ABILITIES:

CIRCLE ABILITIES (INCLUDES CORRUPTION):

TOTAL COLLECTED PNEUMA: _____

PNEUMA NEEDED: _____

ORDNANCE:

NAME

CLASS/WEIGHT

PENANCE

RATE OF FIRE

DIFFICULTY MODIFIER

RANGE

CLIP TYPE- _____

OF CLIPS- _____

EXPLOSIVES:

NAME

PENANCE

RADIUS

OF LOCATIONS

SENSITIVITY

SUSTENANCE PLEASURES:

PASSIVE/ACTIVE

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

FULL BODY HIT CHART- (1D20)

ARMOR

1-2	HEAD (1/3)	_____ OF _____	_____
3-6	LEFT TORSO (FULL)	_____ OF _____	_____
7-10	RIGHT TORSO (FULL)	_____ OF _____	_____
11-12	ABDOMEN (FULL)	_____ OF _____	_____
13-14	LEFT ARM (1/2)	_____ OF _____	_____
15-16	RIGHT ARM (1/2)	_____ OF _____	_____
17-18	LEFT LEG (1/2)	_____ OF _____	_____
19-20	RIGHT LEG (1/2)	_____ OF _____	_____

TORSO HIT CHART- (1D8)

ARMOR

1	HEAD (1/3)	SEE ABOVE	_____
2	NECK (1/4)	_____ OF _____	_____
3-4	LEFT TORSO (FULL)	SEE ABOVE	_____
5-6	RIGHT TORSO (FULL)	SEE ABOVE	_____
7	ABDOMEN (FULL)	SEE ABOVE	_____
8	GROIN (1/4)	_____ OF _____	_____

CONVOKATIONS (Remember that Daemons cannot take asterisked Convokations)-

LEVEL 1- _____
 LEVEL 2- _____
 LEVEL 3- _____
 LEVEL 4- _____
 LEVEL 5- _____
 LEVEL 6- _____
 ARCAINE CONVOKATIONS- _____

RITUALS:

NAME	EFFECT	RATING	DURATION	RANGE
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

CYBERNETICS:

TYPE:	EFFECT-	HUMANITY MODIFIER	AR	E	AREA #
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

PULSE RATING- _____

DAEMONIC CONTACTS:

TYPE/RANK

CHARACTER NOTES:

KULTIST DISCIPLES:

NAME: _____
 TYPE: _____
 RESOURCES: _____

 NAME: _____
 TYPE: _____
 RESOURCES: _____

 NAME: _____
 TYPE: _____
 RESOURCES: _____

CIRCLE BENEFIT:

CIRCLE IMPEDIMENT:

CIRCLE CORRUPTION:

DAEMON PROCTOR:

