

✦ TOWN:



NAME: _____

ACUTY: BODY: HEART: WILL:

{	-TRAITS-	}	{	-RELATIONSHIPS- Blood 1d6	}

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ACUTY: BODY: HEART: WILL:

{	-TRAITS-	}	{	-RELATIONSHIPS- Blood 1d6	}

NAME: _____

ACUTY: BODY: HEART: WILL:

{	-TRAITS-	}	{	-RELATIONSHIPS- Blood 1d6	}

{	-FREE DICE-	}
	ROLL: 1 - 2d4 2 - 2d6 3 - 4d6 4 - 1d8 5 - 2d8 6 - 1d10	

-TYPES OF NPCs-

GROUPS: Each member gives the group NPC +2d6 to Stats, and is a Trait.

POSSESSED PEOPLE: Choose Manifestations (changes in body, hands, facial features, hair, nails, teeth, eyes) and Powers (Cunning, Ferocity, Preservation, Viciousness) equal to the dice in the person's Relationship with the demon.

CUNNING: apply the Relationship to every social conflict.

FEROCITY: apply the Relationship to every physical conflict.

PRESERVATION: when Taking the Blow, take one fewer Fallout die.

VIOUSNESS: when inflicting Fallout, inflict dice one d-size higher.

SORCERERS: Give the NPC a Relationship with a demon at four dice. Sorcerers can: call on demons (roll the current Demonic Influence into any side of a conflict); become possessed at will; invite demons to possess their followers.

-ROLLING NPCs-

FOR EACH NPC:	<u>ROLL</u>	<u>STATS</u>	<u>TRAITS</u>	<u>RELATIONSHIPS</u>
1d10 for Stats;	1	4 3 2 2	2d4	2d4
4d8 for Traits;	2	4 3 3 2	1d4	1d4
2d10 for	3	4 4 3 2	1d6	1d6
Relationships;	4	5 4 3 2	1d8	1d8
	5	5 5 3 2	1d10	1d10
PLUS:	6	4 4 4 3	2d6	2d6
3d6 for Free Dice for	7	5 4 4 3	2d8	2d8
the whole batch.	8	5 5 4 3	2d10	2d10
	9	6 5 4 3	--	3d6
	10	6 5 5 4	--	3d8