

† TOWN: _____ †

NAME: _____
 Demeanor: _____
 Nature: _____
 Agenda: _____
 Acuity: _____ Body: _____ Heart: _____ Will: _____

-TRAITS-	-RELATIONSHIPS-
Blood 1d6	
_____	_____
_____	_____
_____	_____
_____	_____

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_____	_____
_____	_____
_____	_____
_____	_____

-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.

-ROLLING NPCS-

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

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.
- VICIOUSNESS: 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.