

# THE LUCIFUGE

CHILDREN OF THE SEVENTH GENERATION

**Name:** Phil Abrams  
**Player:** Khardix  
**Chronicle:**

**Virtue:** Justice  
**Vice:** Envy  
**Concept:** Cynický okultista

**Profession:** Occultist  
**Faction:** The Denial  
**Cell:**

## ATTRIBUTES

|                   |                           |                        |                           |
|-------------------|---------------------------|------------------------|---------------------------|
| <b>POWER</b>      | <b>Intelligence</b> ●●○○○ | <b>Strength</b> ●●○○○  | <b>Presence</b> ●●○○○     |
| <b>FINESSE</b>    | <b>Wits</b> ●●○○○         | <b>Dexterity</b> ●●○○○ | <b>Manipulation</b> ●●○○○ |
| <b>RESISTANCE</b> | <b>Resolve</b> ●●○○○      | <b>Stamina</b> ●●○○○   | <b>Composure</b> ●●○○○    |

## SKILLS

### MENTAL

(-3 unskilled)

- Academics** ●●○○○
- Computer** ●○○○○
- Crafts** ●○○○○
- Investigation** CSI ●●○○○
- Medicine** ○○○○○
- Occult** Démoni ●●○○○
- Politics** ○○○○○
- Science** ○○○○○

### PHYSICAL

(-1 unskilled)

- Athletics** ●●○○○
- Brawl** ○○○○○
- Drive** ○○○○○
- Firearms** Pistole ●●○○○
- Larceny** ○○○○○
- Stealth** ○○○○○
- Survival** ●○○○○
- Weaponry** ●○○○○

### SOCIAL

(-1 unskilled)

- Animal Ken** ○○○○○
- Empathy** Motiv, Lži ●●○○○
- Expression** ○○○○○
- Intimidation** ●○○○○
- Persuasion** ●○○○○
- Socialize** ○○○○○
- Streetwise** ○○○○○
- Subterfuge** ○○○○○

## OTHER TRAITS

### MERITS

- Eidetic Memory** ●●○○○
- Ambidexterous** ●●○○○
- Resources** ●●○○○
- Gunslinger** ●●○○○
- Status (Lucifuge)** ●●○○○
- Castigation** ●●○○○
- Professional Training** ●●○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○
- \_\_\_\_\_ ○○○○○

### FLAWS

### TACTICS

### HEALTH

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### WILLPOWER

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 Risked: □

### MORALITY

10 \_\_\_\_\_ ○  
 9 \_\_\_\_\_ ○  
 8 \_\_\_\_\_ ○  
 7 \_\_\_\_\_ ○  
 6 \_\_\_\_\_ ●  
 5 \_\_\_\_\_ ●  
 4 \_\_\_\_\_ ●  
 3 \_\_\_\_\_ ●  
 2 \_\_\_\_\_ ●  
 1 \_\_\_\_\_ ●

Size: 5 \_\_\_\_\_ Speed: 11 \_\_\_\_\_  
 Defense: 2 \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: 6 \_\_\_\_\_  
 Experience: \_\_\_\_\_  
 Practical Experience: \_\_\_\_\_

| Weapon/Attack                | Dice Mod. | Range    | Clip | Size |
|------------------------------|-----------|----------|------|------|
| Khukri [9* targeted attacks] | 2L        | Melee    | N/A  | 2/J  |
| H&K M23 (.45 ACP) x2         | 3         | 30/60/12 | 12+1 | 1/J  |
| Pump-action shotgun (mod)    | 4[9*] -1  | 15/30/65 | 8+1  | 2/L  |

| Equipment             | Durability | Structure | Size | Cost |
|-----------------------|------------|-----------|------|------|
| SatPhone              | 2          | 3         | 1    | ***  |
| Inspection Mirror Kit | 1          | 3         | 2    | *    |
| Kirlian Camera        | 1          | 2         | 2    | **   |

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure  
 Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7

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## EXPANDED ENDOWMENTS

Calling Forth the Pit \_\_\_\_\_ 00000

**Book:** Hunter the Vigil \_\_\_\_\_ **Page#** 164

**Type:** Castigation \_\_\_\_\_

**Cost:** Blood sacrifice (2L) \_\_\_\_\_

**Dice Pool:** Presence+Resolve vs. Resistance \_\_\_\_\_

**Description:** Extended, 10 successes \_\_\_\_\_

The Lucifuge tries to summon or to banish a demon. \_\_\_\_\_

Summoning: Random demon or named one. \_\_\_\_\_

Banishment: If name is known, +2 to banish a demon. \_\_\_\_\_

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**Benefit:** The demon is either summoned or banished. \_\_\_\_\_

Hunter don't control summoned demon. If the demon \_\_\_\_\_

wins in contest roll when being banished, he is immune \_\_\_\_\_

to banishment for next 24 hours. \_\_\_\_\_

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**Special:** \_\_\_\_\_

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Family Vestment: Dread Gaze (Intimidation) \_\_\_\_\_ 00000

**Book:** HtV - Compacts & Conspiracies \_\_\_\_\_ **Page#** 70

**Type:** Castigation \_\_\_\_\_

**Cost:** 1 Willpower, after: mild Derrangement (24hrs.) \_\_\_\_\_

**Dice Pool:** Strenth+Stamina \_\_\_\_\_

**Description:** Lucifuge's eyes change to reptilian. \_\_\_\_\_

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**Benefit:** Bonus +1 per Castigation dot to Intimidation \_\_\_\_\_

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**Special:** Duration one scene, can be prolonged by \_\_\_\_\_

taking 1L damage per scene. On exceptional success, \_\_\_\_\_

Willpower can be spent instead \_\_\_\_\_

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Mandate of Hell \_\_\_\_\_ 00000

**Book:** Hunter the Vigil \_\_\_\_\_ **Page#** 169

**Type:** Castigation \_\_\_\_\_

**Cost:** None or 1 Willpower \_\_\_\_\_

**Dice Pool:** Presence+Composure vs. Resistance \_\_\_\_\_

**Description:** Contested / Extended Contested \_\_\_\_\_

The Lucifuge can command demons. \_\_\_\_\_

Short commands (one- or two-words): Instant, no cost \_\_\_\_\_

Complex commands: Demon must be stationary, \_\_\_\_\_

extended roll (3 successes per 'step' of command), \_\_\_\_\_

demon needs (15 - Hunter's Morality) successes. \_\_\_\_\_

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**Benefit:** The demon obeys. \_\_\_\_\_

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**Special:** \_\_\_\_\_

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Family Vestment: Hellflesh (Armor) \_\_\_\_\_ 00000

**Book:** HtV - Compacts & Conspiracies \_\_\_\_\_ **Page#** 70

**Type:** Castigation \_\_\_\_\_

**Cost:** 1 Willpower, after: mild Derrangement (24hrs.) \_\_\_\_\_

**Dice Pool:** Strenth+Stamina \_\_\_\_\_

**Description:** Lucifuge's skin is transformed into \_\_\_\_\_

scales. \_\_\_\_\_

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**Benefit:** +1/+1 Armor per Castigation dot. \_\_\_\_\_

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**Special:** Duration one scene, can be prolonged by \_\_\_\_\_

taking 1L damage per scene. On exceptional success, \_\_\_\_\_

Willpower can be spent instead \_\_\_\_\_

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# THE LUCIFUGE

CHILDREN OF THE SEVENTH GENERATION

## NOTES

Age: 92 Apparent age: 25

Armor: Kevlar vest - 1/2\*, protects torso

Special Weapons & accesories:

- Khukri knife: Gains 9 Again on targeted attacks
- H&K Mk23 (.45 ACP): Flashlight (reduces penalty for fighting blind to -2), Laser sights (visible+IR) (bonus +1/+1/0)
- Pump-action shotgun: short barrel and pistol grip, both already incalculated

Special Ammunition:

- Silver rounds (.45 ACP, 12 rounds per clip) - 2 clips
- Cold Iron rounds (.45 ACP, 12 round per clip) - 2 clips
- Dragonsbreath shells (12 gauge, 3 shells per pack) - 3 packs

Equipment:

- Survival gear (Superior - mountains)
- Satelite phone
- Smartphone with IR scan and Ebook DB
- Inspection mirror kit (enable hunter to look around a corner or into tight places)
- Multitool (up to +2 to relevant tasks)
- Kirlian camera (can photograph ghosts and auras)

