

Victorian Age Demon

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

House:
Faction:
Visage

ATTRIBUTES

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Enigmas _____ 00000
Awareness _____ 00000	Demolitions _____ 00000	Finance _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Law _____ 00000
Empathy _____ 00000	Melee _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Performance _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Ride _____ 00000	Occult _____ 00000
Intuition _____ 00000	Security _____ 00000	Politics _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Religion _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Research _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

ADVANTAGES

Backgrounds	Lore	Virtues
_____ 00000	_____ 00000	Conscience _____ ●00000
_____ 00000	_____ 00000	Conviction _____ ●00000
_____ 00000	_____ 00000	Courage _____ ●00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

Apocalyptic Form Faith Health

Low Torment Abilities	○○○○○○○○○○ □□□□□□□□□□	Bruised <input type="checkbox"/> Hurt -1 <input type="checkbox"/> Injured -1 <input type="checkbox"/> Wounded -2 <input type="checkbox"/> Mauled -2 <input type="checkbox"/> Crippled -5 <input type="checkbox"/> Incapacitated <input type="checkbox"/>
	← Torment → Permanent	
	○○○○○○○○○○ Temporary	
High Torment Abilities	○○○○○○○○○○ ← Willpower → ○○○○○○○○○○ □□□□□□□□□□	
		Experience []

