

Victorian Age Demon

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

House:
Faction:
Visage

ATTRIBUTES

Physical	Social	Mental
Strength _____ 00000	Charisma _____ 00000	Perception _____ 00000
Dexterity _____ 00000	Manipulation _____ 00000	Intelligence _____ 00000
Stamina _____ 00000	Appearance _____ 00000	Wits _____ 00000

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

Low Torment Abilities

High Torment Abilities

0 0 0 0 0 0 0 0 0 0 0 0

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Torment

Permanent

0 0 0 0 0 0 0 0 0 0

Temporary

0 0 0 0 0 0 0 0 0 0

Willpower

0 0 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □ □ □

Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Experience

