



Necromancer: The Wild West

Name:
Player:
Chronicle:

Nature:
Demeanor:
Route:

Age:
Sex:
Concept:

Attributes

Physical

Strength
 Dexterity
 Stamina

Social

Charisma
 Manipulation
 Appearance

Mental

Perception
 Intelligence
 Wits

Abilities

Talents

Alertness
 Athletics
 Brawl
 Dodge
 Empathy
 Expression
 Intimidation
 Leadership
 Streetwise
 Subterfuge

Skills

Animal Ken
 Crafts
 Etiquette
 Firearms
 Melee
 Performance
 Ride
 Security
 Stealth
 Survival

Knowledges

Academics
 Enigmas
 Finance
 Investigation
 Law
 Linguistics
 Medicine
 Occult
 Politics
 Science

Advantages

Backgrounds

Forte

Virtues

Conscience/Conviction
 Self-Control/Instinct
 Courage

Other Traits

Rigor

Mortis

Willpower

Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Experience

