

# Victorian Age Necromancer

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Route:

Age:  
Sex:  
Concept:

## ATTRIBUTES

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

## ABILITIES

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

## ADVANTAGES

Backgrounds	Forte	Virtues
_____ ○○○○○	_____ ○○○○○	Conscience _____ ●○○○○
_____ ○○○○○	_____ ○○○○○	Self-Control _____ ●○○○○
_____ ○○○○○	_____ ○○○○○	Courage _____ ●○○○○
_____ ○○○○○	_____ ○○○○○	

Other Traits

\_\_\_\_\_ ○○○○○

\_\_\_\_\_ ○○○○○

\_\_\_\_\_ ○○○○○

\_\_\_\_\_ ○○○○○

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\_\_\_\_\_ ○○○○○

\_\_\_\_\_ ○○○○○

Rigor

○○○○○○○○○○○○○○

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Mortis

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Willpower

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Health

Bruised

Hurt -1

Injured -1

Wounded -2

Mauled -2

Crippled -5

Incapacitated

Experience

\_\_\_\_\_

