

Victorian Age Demon

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

House:
Faction:
Visage

Attributes

Physical

Strength _____ ●0000
Dexterity _____ ●0000
Stamina _____ ●0000

Social

Charisma _____ ●0000
Manipulation _____ ●0000
Appearance _____ ●0000

Mental

Perception _____ ●0000
Intelligence _____ ●0000
Wits _____ ●0000

Abilities

Talents

Alertness _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Dodge _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Intuition _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

Skills

Animal Ken _____ 00000
Crafts _____ 00000
Demolitions _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Melee _____ 00000
Performance _____ 00000
Ride _____ 00000
Security _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000

Knowledges

Academics _____ 00000
Enigmas _____ 00000
Finance _____ 00000
Investigation _____ 00000
Law _____ 00000
Linguistics _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Religion _____ 00000
Research _____ 00000
Science _____ 00000

Advantages

Backgrounds

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Lore

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Virtues

Conscience _____ ●0000
Conviction _____ ●0000
Courage _____ ●0000

Apocalyptic Form

Low Torment Abilities

High Torment Abilities

Faith

0 0 0 0 0 0 0 0 0 0
□ □ □ □ □ □ □ □ □ □

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
□ □ □ □ □ □ □ □ □ □

Health

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

Experience

