

# 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	

Other Traits	Faith	Health
_____ 00000	0 0 0 0 0 0 0 0 0 0	Bruised _____ <input type="checkbox"/>
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Hurt -1 _____ <input type="checkbox"/>
_____ 00000	← Torment →	Injured -1 _____ <input type="checkbox"/>
_____ 00000	Permanent	Wounded -2 _____ <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0	Mauled -2 _____ <input type="checkbox"/>
_____ 00000	Temporary	Crippled -5 _____ <input type="checkbox"/>
_____ 00000	0 0 0 0 0 0 0 0 0 0	Incapacitated _____ <input type="checkbox"/>
_____ 00000	← Willpower →	
_____ 00000	0 0 0 0 0 0 0 0 0 0	
_____ 00000	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
_____ 00000		Experience
_____ 00000		<input style="width: 100px; height: 20px;" type="text"/>



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## MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Cost
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

## APOCALYPTIC FORM

Low Torment Abilities      High Torment Abilities      Appearance

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## RITUALS

## ADDITIONAL LORE PATHS

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

## RELICS

Name      Type      Activation Cost

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## PACTS

Name      Gifts      Offered Faith

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



# Victorian Age Demon

## EXPANDED BACKGROUNDS

Allies

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Contacts

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Eminence

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Fame

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Followers

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Influence

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Legacy

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Mentor

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Pacts

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Paragon

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Resources

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Other (\_\_\_\_\_)

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## POSSESSIONS

Gear(Carried)

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Equipment(Owned)

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Misc.

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## BASTIONS

Location

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Description

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## COMBAT

Weapon/Attack	Damage	Range	Rate	Clip	Conceal

Armor

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# Victorian Age Demon

## HISTORY

The War

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## Prelude

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## MORTAL APPEARANCE

Age: \_\_\_\_\_  
Apparent Age: \_\_\_\_\_  
Hair: \_\_\_\_\_  
Eyes: \_\_\_\_\_  
Height: \_\_\_\_\_  
Weight: \_\_\_\_\_  
Sex: \_\_\_\_\_  
Race: \_\_\_\_\_  
Nationality: \_\_\_\_\_  
Distinguishing Characteristics: \_\_\_\_\_

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## FACTION NOTES

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## COURT NOTES

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