

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

Other Traits

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

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



Victorian Age Demon

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
_____	00000

Relics

Name	Type	Activation Cost
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Pacts

Name	Gifts	Offered Faith
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____



Victorian Age Demon

Expanded Backgrounds

Allies

Fame

Legacy

Paragon

Contacts

Followers

Mentor

Resources

Eminence

Influence

Pacts

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Misc.

Bastions

Location

Description

Combat

Weapon/Attack	Damage	Range	Rate	Clip	Conceal

Armor



Victorian Age Demon

History

The War

Prelude

Mortal Appearance

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

Faction Notes

Court Notes

