

# the World of Darkness

Name:  
Age:  
Player:

Concept:  
Virtue:  
Vice:

Chronicle:  
Faction:  
Group Name:

## ATTRIBUTES

<b>POWER</b>	Intelligence ●0000	Strength ●0000	Presence ●0000
<b>FINESSE</b>	Wits ●0000	Dexterity ●0000	Manipulation ●0000
<b>RESISTANCE</b>	Resolve ●0000	Stamina ●0000	Composure ●0000

## SKILLS

### Mental

(-3 unskilled)

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

### Physical

(-1 unskilled)

Athletics \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Weaponry \_\_\_\_\_ 00000

### Social

(-1 unskilled)

Animal Ken \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Persuasion \_\_\_\_\_ 00000  
Socialize \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

## OTHER TRAITS

### Merits

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

### Morality

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

### Sanity

90 \_\_\_\_\_ 0  
80 \_\_\_\_\_ 0  
70 \_\_\_\_\_ 0  
60 \_\_\_\_\_ 0  
50 \_\_\_\_\_ 0  
40 \_\_\_\_\_ 0  
30 \_\_\_\_\_ 0  
20 \_\_\_\_\_ 0  
10 \_\_\_\_\_ 0  
0 \_\_\_\_\_ 0

### Flaws

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Health

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

### Weapons & Equipment

Item \_\_\_\_\_ Dice Mod. \_\_\_\_\_

Size \_\_\_\_\_

Speed \_\_\_\_\_

Initiative Mod \_\_\_\_\_

Defense \_\_\_\_\_

Armor \_\_\_\_\_

### Willpower

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size  
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +  
Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7