



WORLD OF DARKNESS®

Name:
Player:

Nature:
Demeanor:

Chronicle:
Concept:

Attributes

Physical		Social		Mental	
Strength_____	00000	Charisma_____	00000	Perception_____	00000
Dexterity_____	00000	Manipulation_____	00000	Intelligence_____	00000
Stamina_____	00000	Appearance_____	00000	Wits_____	00000

Abilities

Talents		Skills		Knowledges	
Alertness_____	00000	Animal Ken_____	00000	Academics_____	00000
Athletics_____	00000	Crafts_____	00000	Computer_____	00000
Awareness_____	00000	Drive_____	00000	Finance_____	00000
Brawl_____	00000	Etiquette_____	00000	Investigation_____	00000
Empathy_____	00000	Firearms_____	00000	Law_____	00000
Expression_____	00000	Larceny_____	00000	Medicine_____	00000
Intimidation_____	00000	Melee_____	00000	Occult_____	00000
Leadership_____	00000	Performance_____	00000	Politics_____	00000
Streetwise_____	00000	Stealth_____	00000	Science_____	00000
Subterfuge_____	00000	Survival_____	00000	Technology_____	00000

Abilities

Backgrounds		Other Traits		Virtues	
_____	00000	_____	00000	Conscience_____	00000
_____	00000	_____	00000	Self-Control_____	00000
_____	00000	_____	00000	Courage_____	00000
_____	00000	_____	00000		
_____	00000	_____	00000		
_____	00000	_____	00000		

Other Traits		Humanity		Health	
_____	00000	O O O O O O O O O O		Bruised	<input type="checkbox"/>
_____	00000			Hurt	-1 <input type="checkbox"/>
_____	00000			Injured	-1 <input type="checkbox"/>
_____	00000			Wounded	-2 <input type="checkbox"/>
_____	00000			Mauled	-2 <input type="checkbox"/>
_____	00000	O O O O O O O O O O		Crippled	-5 <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"/>		Incapacitated	<input type="checkbox"/>
_____	00000				
_____	00000				
_____	00000				
_____	00000				
_____	00000				

Willpower

O O O O O O O O O O

Blood Pool

Experience



WORLD OF DARKNESS[®]

Other Traits

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

History

Goals

Merits & Flaws

Merit

Cost

Flaw

Bonus

Description

Age: _____
Apparent Age: _____
Sex: _____
Race: _____

Hair: _____
Eyes: _____
Height: _____
Weight: _____

Gear & Equipment

Derangements

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Languages

