WORLD OF DARKNESS

MIRRORS

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Species:
Homeworld:
Faction:

ATTRIBUTES

Physical		Social		Mental	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

ABILITIES

Talents		Skills		Knowledges	
Athletics	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Alertness	○○○○○	Crafts	○○○○○	Computer	○○○○○
Awareness	○○○○○	Drive	○○○○○	Finance	○○○○○
Brawl	○○○○○	Etiquette	○○○○○	Investigation	○○○○○
Empathy	○○○○○	Firearms	○○○○○	Law	○○○○○
Expression	○○○○○	Larceny	○○○○○	Medicine	○○○○○
Intimidation	○○○○○	Melee	○○○○○	Occult	○○○○○
Leadership	○○○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Science	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Technology	○○○○○

ADVANTAGES

Qualities		Backgrounds		Imperfections
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Other Traits	
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Willpower

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Experience

Health

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

Weapon/Attack	Diff.	Damage	Range	Rate