

World of Darkness innocents

Name: _____ Asset: _____
 Player: _____ Fault: _____
 Chronicle: _____ Concept: _____

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL
(-3 unskilled)

Computer _____ 00000
 Crafts _____ 00000
 Investigation _____ 00000
 Medicine _____ 00000
 Occult _____ 00000
 Politics _____ 00000
 Study _____ 00000

PHYSICAL
(-1 unskilled)

Athletics _____ 00000
 Brawl _____ 00000
 Firearms _____ 00000
 Larceny _____ 00000
 Stealth _____ 00000
 Survival _____ 00000
 Weaponry _____ 00000

SOCI AL
(-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
 _____ 00000

HEALTH

00000000000000
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WILLPOWER

000000000000
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CONDITIONS

ASPIRATIONS

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □ □
 Experiences: _____

Attributes 5/4/3 • Skills Varies by Age • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 4 for Children
 Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Integrity = 7

