

Chronicles of Darkness

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Chronicle:
Faction:
Group Name:

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)

- 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

Aspirations

- _____
- _____
- _____
- _____

Conditions

- _____
- _____
- _____
- _____

Willpower

0000000000
□□□□□□□□□□

Integrity

0000000000

Health

000000000000
□□□□□□□□□□□□

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____

Nerve

000000000000
□□□□□□□□□□□□

Guile: _____
Dominance: _____
The Edge:

Grey Matter

000000000000
□□□□□□□□□□□□

Aptitude: _____
Acumen: _____

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans
Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Integrity = 7
Nerve = Composure + Highest Social Skill • Guile = Lowest of Wits or Manipulation • Dominance = Presence + Manipulation
Grey Matter = Intelligence + Resolve • Aptitude = Intelligence + Wits + Resolve • Acumen = Lowest of Intelligence or Wits