

Chronicles of Darkness

Name:
Concept:
Chronicle:

Virtue:
Vice:

Bar:
Bane:
Hunger:

ATTRIBUTES

Power	Intelligence	0000000000	Strength	0000000000	Presence	0000000000
Finesse	Wits	0000000000	Dexterity	0000000000	Manipulation	0000000000
Resistance	Resolve	0000000000	Stamina	0000000000	Composure	0000000000

SKILLS

Mental

(-3 unskilled)

- Academics_ 0000000000
- Computer_ 0000000000
- Crafts_ 0000000000
- Investigation_ 0000000000
- Medicine_ 0000000000
- Occult_ 0000000000
- Politics_ 0000000000
- Science_ 0000000000

Physical

(-1 unskilled)

- Athletics_ 0000000000
- Brawl_ 0000000000
- Drive_ 0000000000
- Firearms_ 0000000000
- Larceny_ 0000000000
- Stealth_ 0000000000
- Survival_ 0000000000
- Weaponry_ 0000000000

Social

(-1 unskilled)

- Animal Ken_ 0000000000
- Empathy_ 0000000000
- Expression_ 0000000000
- Intimidation_ 0000000000
- Persuasion_ 0000000000
- Socialize_ 0000000000
- Streetwise_ 0000000000
- Subterfuge_ 0000000000

OTHER TRAITS

Merits

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

Dread Powers

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

Health

000000000000
 □□□□□□□□□□
 000000000000
 □□□□□□□□□□

Willpower

0000000000
 □□□□□□□□□□
 0000000000
 □□□□□□□□□□

Integrity

0000000000

Potency

0000000000

Conditions

Aspirations

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