

the World of Darkness

Name:
Age:
Player:

Virtue:
Vice:
Concept:

Chronicle:
Faction:
Group Name:

ATTRIBUTES

Power	Intelligence ●0000	Strength ●0000	Presence ●0000
Finesse	Wits ●0000	Dexterity ●0000	Manipulation ●0000
Resistance	Resolve ●0000	Stamina ●0000	Composure ●0000

SKILLS

Mental <i>(-3 unskilled)</i>		Physical <i>(-1 unskilled)</i>		Social <i>(-1 unskilled)</i>	
Academics _____	00000	Athletics _____	00000	Animal Ken _____	00000
Computer _____	00000	Brawl _____	00000	Empathy _____	00000
Crafts _____	00000	Drive _____	00000	Expression _____	00000
Investigation _____	00000	Firearms _____	00000	Intimidation _____	00000
Medicine _____	00000	Larceny _____	00000	Persuasion _____	00000
Occult _____	00000	Stealth _____	00000	Socialize _____	00000
Politics _____	00000	Survival _____	00000	Streetwise _____	00000
Science _____	00000	Weaponry _____	00000	Subterfuge _____	00000

OTHER TRAITS

Merits	Health	Morality
_____ 00000	000000000000	10 _____ 0
_____ 00000	□□□□□□□□□□	9 _____ 0
_____ 00000		8 _____ 0
_____ 00000		7 _____ 0
_____ 00000		6 _____ 0
_____ 00000		5 _____ 0
_____ 00000		4 _____ 0
_____ 00000		3 _____ 0
_____ 00000		2 _____ 0
_____ 00000		1 _____ 0

Flaws

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

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7