

the World 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)

Physical
(-1 unskilled)

Social
(-1 unskilled)

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

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10 _____	0
9 _____	0
8 _____	0
7 _____	0
6 _____	0
5 _____	0
4 _____	0
3 _____	0
2 _____	0
1 _____	0

Willpower

0000000000
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Flaws

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

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

Equipment **Durability** **Structure** **Size** **Cost**

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