

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	00000000000000	10 _____ 0
_____ 00000	□□□□□□□□□□□□	9 _____ 0
_____ 00000		8 _____ 0
_____ 00000		7 _____ 0
_____ 00000		6 _____ 0
_____ 00000		5 _____ 0
_____ 00000	Willpower	4 _____ 0
_____ 00000	00000000000000	3 _____ 0
_____ 00000	□□□□□□□□□□□□	2 _____ 0
_____ 00000		1 _____ 0

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

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OTHER TRAITS

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

DERANGEMENTS

Type: _____
 Description: _____

Type: _____
 Description: _____

Type: _____
 Description: _____

Type: _____
 Description: _____

Type: _____
 Description: _____

LANGUAGES

HISTORY

Goals

DESCRIPTION

Age: _____ Height: _____
 Hair: _____ Weight: _____
 Eyes: _____ Race: _____
 Sex: _____ Nationality: _____

ALLIES AND CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS AND EQUIPMENT

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

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____