

# 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**

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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

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## OTHER TRAITS

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## DERANGEMENTS

Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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 \_\_\_\_\_

Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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Type: \_\_\_\_\_  
 Description: \_\_\_\_\_  
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## LANGUAGES

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## HISTORY

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Goals

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## DESCRIPTION

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\_\_\_\_\_

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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____