

# The World of Darkness innocents

Name: \_\_\_\_\_ Asset: \_\_\_\_\_ Clique: \_\_\_\_\_  
 Age: \_\_\_\_\_ Fault: \_\_\_\_\_ Group Name: \_\_\_\_\_  
 Player: \_\_\_\_\_ Concept: \_\_\_\_\_ Chronicle: \_\_\_\_\_

## ATTRIBUTES

<b>POWER</b>	Intelligence	00000	Strength	00000	Presence	00000
<b>FINESSE</b>	Wits	00000	Dexterity	00000	Manipulation	00000
<b>RESISTANCE</b>	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

**MENTAL**  
(-3 unskilled)

Computer	_____	00000
Crafts	_____	00000
Investigation	_____	00000
Medicine	_____	00000
Occult	_____	00000
Politics	_____	00000
Study	_____	00000

**PHYSICAL**  
(-1 unskilled)

Athletics	_____	00000
Brawl	_____	00000
Firearms	_____	00000
Larceny	_____	00000
Stealth	_____	00000
Survival	_____	00000
Weaponry	_____	00000

**SOCIAL**  
(-1 unskilled)

Animal Ken	_____	00000
Empathy	_____	00000
Expression	_____	00000
Intimidation	_____	00000
Socialize	_____	00000
Streetwise	_____	00000
Subterfuge	_____	00000

## OTHER TRAITS

**MERITS**

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

**FLAWS**

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

**HEALTH**

00000000000000
□□□□□□□□□□□□

**WILLPOWER**

000000000000
□□□□□□□□□□

**MORALITY**

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

WEAPON/ATTACK	DICE	MOD.	RANGE	CLIP	SIZE
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

EQUIPMENT	DURABILITY	STRUCTURE	SIZE	COST
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills Varies by Age • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 4 for Children  
 Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +4 • Starting Morality = 7



