

# World of Darkness SLASHER

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Undertaking:  
Compact/  
Conspiracy:

## 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)

- Academics \_\_\_\_\_ 00000
- Computer \_\_\_\_\_ 00000
- Crafts \_\_\_\_\_ 00000
- Investigation \_\_\_\_\_ 00000
- Medicine \_\_\_\_\_ 00000
- Occult \_\_\_\_\_ 00000
- Politics \_\_\_\_\_ 00000
- Science \_\_\_\_\_ 00000

### PHYSICAL

(1 unskilled)

- Athletics \_\_\_\_\_ 00000
- Brawl \_\_\_\_\_ 00000
- Drive \_\_\_\_\_ 00000
- Firearms \_\_\_\_\_ 00000
- Larceny \_\_\_\_\_ 00000
- Stealth \_\_\_\_\_ 00000
- Survival \_\_\_\_\_ 00000
- Weaponry \_\_\_\_\_ 00000

### SOCIAL

(1 unskilled)

- Animal Ken \_\_\_\_\_ 00000
- Empathy \_\_\_\_\_ 00000
- Expression \_\_\_\_\_ 00000
- Intimidation \_\_\_\_\_ 00000
- Persuasion \_\_\_\_\_ 00000
- Socialize \_\_\_\_\_ 00000
- Streetwise \_\_\_\_\_ 00000
- Subterfuge \_\_\_\_\_ 00000

## OTHER TRAITS

### MERITS

- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000
- \_\_\_\_\_ 00000

### TALENT

- \_\_\_\_\_
- \_\_\_\_\_

### FRAILITY

- Size: \_\_\_\_\_ Speed: \_\_\_\_\_
- Defense: \_\_\_\_\_ Armor: \_\_\_\_\_
- Initiative Mod: \_\_\_\_\_

### HEALTH

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### WILLPOWER

0000000000  
  
 Risked:

### 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 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

# World of Darkness SLASHER

## ENDOWMENTS

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

## TACTICS

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Name: \_\_\_\_\_  
 Book: \_\_\_\_\_ Page# \_\_\_\_\_  
 Dice Pool: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## TELLS

Name: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 Name: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## EXPERIENCE

TOTAL:   
 Practical Experience: \_\_\_\_\_  
 Total Spent: \_\_\_\_\_  
 Spent On: \_\_\_\_\_  
 \_\_\_\_\_  
 Experience Remaining: \_\_\_\_\_

## COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

### Armor

Rating: \_\_\_\_\_  
 Strength: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_

World of Darkness  
**SLASHER**

**EXPANDED MERITS**

ALLIES

RESOURCES

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CONTACTS

STATUS

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FAME

TORTURE SUITE

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MENTOR

OTHER( )

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**POSSESSIONS**

Name	Durability	Structure	Size	Cost	Notes

**EXPANDED ENDOWMENTS**

Name	Level	Cost	Book/Page	Notes

**SAFEHOUSE**

LOCATION	DESCRIPTION

World of Darkness  
**SLASHER**

**HISTORY**

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**DESCRIPTION**

Age: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Race: \_\_\_\_\_

Nationality: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Sex: \_\_\_\_\_

Distinguishing Characteristics: \_\_\_\_\_

**FLAWS**

**GOALS**

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**VISUALS**

**GROUP CHART**

**CHARACTER SKETCH**

