

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

(-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
_____	00000

Flaws

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

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

Health

00000000000000
□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

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: _____

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