

CHRONICLES OF DARKNESS

Name:

Age:

Player:

Virtue:

Vice:

Concept:

Chronicle:

Faction:

Group:

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
- _____ 00000
- _____ 00000

Health

00000000000000
□□□□□□□□□□

Willpower

0000000000
□□□□□□□□

Integrity

0000000000

Conditions

Aspirations

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____

Weapon/Attack	Dmg	Range	Clip	Init	Str	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

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

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure
Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits + Athletics • Initiative Mod = Dexterity + Composure
Speed = Strength + Dexterity +5 • Starting Integrity = 7

