Chronicles of Darkness

Name: Virtue: Chronicle:
Age: Vice: Faction:
Player: Concept: Group Name:

ATTRIBUTES

Power	Intelligence	●○○○○	Strength	●○○○○	Presence	●○○○○
Finesse	Wits	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
Resistance	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

SKILLS

Mental
(-3 unskilled)

- ☐ Academics _____ ○○○○○
- ☐ Computer _____ ○○○○○
- ☐ Crafts _____ ○○○○○
- ☐ Investigation _____ ○○○○○
- ☐ Medicine _____ ○○○○○
- ☐ Occult _____ ○○○○○
- ☐ Politics _____ ○○○○○
- ☐ Science _____ ○○○○○

Physical
(-1 unskilled)

- ☐ Athletics _____ ○○○○○
- ☐ Brawl _____ ○○○○○
- ☐ Drive _____ ○○○○○
- ☐ Firearms _____ ○○○○○
- ☐ Larceny _____ ○○○○○
- ☐ Stealth _____ ○○○○○
- ☐ Survival _____ ○○○○○
- ☐ Weaponry _____ ○○○○○

Social
(-1 unskilled)

- ☐ Animal Ken _____ ○○○○○
- ☐ Empathy _____ ○○○○○
- ☐ Expression _____ ○○○○○
- ☐ Intimidation _____ ○○○○○
- ☐ Persuasion _____ ○○○○○
- ☐ Socialize _____ ○○○○○
- ☐ Streetwise _____ ○○○○○
- ☐ Subterfuge _____ ○○○○○

OTHER TRAITS

Merits

_____ ○○○○○
_____ ○○○○○
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Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Beats: ☐ ☐ ☐ ☐ ☐
Experiences: _____

Health

○○○○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐

Willpower

○○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐

Integrity

○○○○○○○○○○

Conditions

_____
_____
_____
_____

Aspirations

_____
_____
_____
_____

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