

# 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

**SOCI AL**  
(-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

**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
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

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## OTHER TRAITS

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

## TRIGGERS

Type: \_\_\_\_\_

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

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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Type: \_\_\_\_\_

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

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\_\_\_\_\_

Type: \_\_\_\_\_

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

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## EXPERIENCES

Total:

Gained From: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total Spent: \_\_\_\_\_

Spent On: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## COMBAT

WEAPON/ATTACK	DAMAGE	RANGE	CLIP	INIT	STR	SIZE

### ARMOR

RATING: \_\_\_\_\_

STRENGTH: \_\_\_\_\_

DEFENSE: \_\_\_\_\_

SPEED: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# The World of Darkness innocents

## EXPANDED MERITS

ALLIES

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MENTOR

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CONTACTS

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PET

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FAME

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RESOURCES

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OTHER( \_\_\_\_\_ )

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OTHER( \_\_\_\_\_ )

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## POSSESSIONS

EQUIPMENT

DURABILITY

STRUCTURE

SIZE

COST

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

VEHICLE

DURABILITY

STRUCTURE

SIZE

ACC

SAFE SPEED

MAX SPEED

HANDLING

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

## HOME

LOCATION

DESCRIPTION

_____	_____
_____	_____
_____	_____
_____	_____

