

the World of Darkness

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Cell:
Compact:
Conspiracy:

ATTRIBUTES

POWER	Intelligence	●0000	Strength	●0000	Charisma	●0000
FINESSE	Wits	●0000	Dexterity	●0000	Manipulation	●0000
RESISTANCE	Resolve	●0000	Stamina	●0000	Composure	●0000

SKILLS

MENTAL

(-3 unskilled)

Academics	00000
Awareness	00000
Finance	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000
Technology	00000

PHYSICAL

(-1 unskilled)

Athletics	00000
Brawl	00000
Craft	00000
Drive	00000
Firearms	00000
Larceny	00000
Melee	00000
Stealth	00000
Survival	00000

SOCIAL

(-1 unskilled)

Animal Ken	00000
Etiquette	00000
Insight	00000
Intimidation	00000
Leadership	00000
Performance	00000
Persuasion	00000
Streetwise	00000
Subterfuge	00000

OTHER TRAITS

MERITS

00000
00000
00000
00000
00000
00000
00000
00000
00000

ASPIRATIONS

CONDITIONS

TOUCHSTONES

HEALTH

0000000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

Risked:□

Morality

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: _____

Mental Breaks: □ □ □ □ □

Danger: □ □ □ □ □

Derangements

• Merits 7 • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans
Defense = Lower of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Integrity = 7

