

# 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  
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### ASPIRATIONS

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### CONDITIONS

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### TOUCHSTONES

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### HEALTH

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### WILLPOWER

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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

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