

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

