**World of Darkness**

**Name:**
**Player:**
**Storyteller:**

**Virtue:**
**Vice:**
**Concept:**
**Age:**

### Attributes

<table>
<thead>
<tr>
<th>Power</th>
<th>Intelligence</th>
<th>Strength</th>
<th>Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finesse</td>
<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
</tr>
<tr>
<td>Resistance</td>
<td>Resolve</td>
<td>Stamina</td>
<td>Composure</td>
</tr>
</tbody>
</table>

### 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

### Merits

#### Other Traits

#### Health

**Willpower**

| V | V | V | V | V | V | V |

**Experience:**

### Experience:

-3   -2   -1

**Health:**

-3   -2   -1

**Willpower:**

000000000000

**Flaw:**

10
9
8
7
6
5
4
3
2
1

**Size:**

**Armor:**

**Speed:**

**Defense:**

**Initiative Mod:**

**Weapon**

| Dice Mod. | Range | Clip |

**Experience:**

---

Atributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7
### History

**Prelude**

---

**Goals**

---

### Description

---

**Age:**

---

**Apparent Age:**

---

**Height:**

---

**Weight:**

---

**Sex:**

---

**Race:**

---

### Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Dice Mod.</th>
<th>Range</th>
<th>Clip</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Allies & Contacts

---