

# the World of Darkness

Name:  
Age:  
Player:

Concept:  
Virtue:  
Vice:

Chronicle:  
Faction:  
Group Name:

## ATTRIBUTES

<b>POWER</b>	Strength ●0000	Presence ●0000	Intelligence ●0000
<b>FINESSE</b>	Dexterity ●0000	Manipulation ●0000	Wits ●0000
<b>RESISTANCE</b>	Stamina ●0000	Composure ●0000	Resolve ●0000

## SKILLS

Physical (-1 unskilled)	Social (-1 unskilled)	Mental (-3 unskilled)
Athletics.....00000	Animal Ken.....00000	Academics.....00000
Brawl.....00000	Empathy.....00000	Computer.....00000
Drive.....00000	Expression.....00000	Crafts.....00000
Firearms.....00000	Intimidation.....00000	Investigation.....00000
Larceny.....00000	Persuasion.....00000	Medicine.....00000
Stealth.....00000	Socialize.....00000	Occult.....00000
Survival.....00000	Streetwise.....00000	Politics.....00000
Weaponry.....00000	Subterfuge.....00000	Science.....00000

## OTHER TRAITS

<b>Merits</b>	<b>Weapons</b>	<b>Dice Mod.</b>
.....00000	.....	.....
.....00000	.....	.....
.....00000	.....	.....
.....00000	<b>Equipment</b>	<b>Dice Mod.</b>
.....00000	.....	.....
.....00000	.....	.....
.....00000	.....	.....
.....00000		
.....00000		
	<b>Morality</b>	<b>Health</b>
<b>Flaws</b>	10.....0	0 0 0 0 0 0 0 0 0 0 0 0 0 0
.....	9.....0	□□□□□□□□□□□□
.....	8.....0	<b>Willpower</b>
.....	7.....0	0 0 0 0 0 0 0 0 0 0 0 0
Size.....	6.....0	□□□□□□□□□□
Speed.....	5.....0	
Initiative Mod.....	4.....0	
Defense.....	3.....0	<b>Experience</b> .....
Armor.....	2.....0	.....
	1.....0	

Attributes 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