



World of Darkness

Name _____
 Known Name _____
 Player Name _____

Nature _____
 Demeanor _____
 Concept _____

Chronicle _____
 Residence _____
 Group _____

Attributes

Physical

Strength _____ ●○○○○○
 Dexterity _____ ●○○○○○
 Stamina _____ ●○○○○○

Social

Charisma _____ ●○○○○○
 Manipulation _____ ●○○○○○
 Appearance _____ ●○○○○○

Mental

Perception _____ ●○○○○○
 Intelligence _____ ●○○○○○
 Wits _____ ●○○○○○

Talents

Acting _____ ○○○○○○
 Alertness _____ ○○○○○○
 Artist _____ ○○○○○○
 Athletics _____ ○○○○○○
 Awareness _____ ○○○○○○
 Brawl _____ ○○○○○○
 Diplomacy _____ ○○○○○○
 Dodge _____ ○○○○○○
 Empathy _____ ○○○○○○
 Expression _____ ○○○○○○
 Flight _____ ○○○○○○
 Instruction _____ ○○○○○○
 Interrogation _____ ○○○○○○
 Intimidation _____ ○○○○○○
 Intuition _____ ○○○○○○
 Kenning _____ ○○○○○○
 Larceny _____ ○○○○○○
 Persuasion _____ ○○○○○○
 Primal Urge _____ ○○○○○○
 Search _____ ○○○○○○
 Spiritual Awareness _____ ○○○○○○
 Streetwise _____ ○○○○○○
 Subterfuge _____ ○○○○○○

Abilities

Skills

Animal Ken _____ ○○○○○○
 Archery _____ ○○○○○○
 Body Reading _____ ○○○○○○
 Crafts _____ ○○○○○○
 Disguise _____ ○○○○○○
 Do _____ ○○○○○○
 Drive _____ ○○○○○○
 Etiquette _____ ○○○○○○
 Firearms _____ ○○○○○○
 Herbalism _____ ○○○○○○
 Leadership _____ ○○○○○○
 Martial Arts _____ ○○○○○○
 Meditation _____ ○○○○○○
 Melee _____ ○○○○○○
 Music _____ ○○○○○○
 Performance _____ ○○○○○○
 Repair _____ ○○○○○○
 Research _____ ○○○○○○
 Ride _____ ○○○○○○
 Security _____ ○○○○○○
 Stealth _____ ○○○○○○
 Survival _____ ○○○○○○
 Technology _____ ○○○○○○

Knowledges

Academics _____ ○○○○○○
 Area Knowledge _____ ○○○○○○
 Bureaucracy _____ ○○○○○○
 Computer _____ ○○○○○○
 Cosmology _____ ○○○○○○
 Covert Culture _____ ○○○○○○
 Culture _____ ○○○○○○
 Enigmas _____ ○○○○○○
 Finance _____ ○○○○○○
 Greymare _____ ○○○○○○
 Hearth Wisdom _____ ○○○○○○
 History _____ ○○○○○○
 Investigation _____ ○○○○○○
 Law _____ ○○○○○○
 Linguistics _____ ○○○○○○
 Lore _____ ○○○○○○
 Medicine _____ ○○○○○○
 Metaphysics _____ ○○○○○○
 Occult _____ ○○○○○○
 Politics _____ ○○○○○○
 Rituals _____ ○○○○○○
 Science _____ ○○○○○○
 Seneschal _____ ○○○○○○

Backgrounds

_____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

Powers

_____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

Powers

_____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

Other Traits

_____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
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 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

Willpower

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 □□□□□□□□□□
 (_____)
 ○○○○○○○○○○○
 □□□□□□□□□□
 (_____)
 ○○○○○○○○○○○
 □□□□□□□□□□

Health

| | Pen. | S K A |
|---------------|------|-------|
| Bruised | -0 | □□□ |
| Hurt | -1 | □□□ |
| Injured | -1 | □□□ |
| Wounded | -2 | □□□ |
| Mauled | -2 | □□□ |
| Crippled | -5 | □□□ |
| Incapacitated | | □□□ |

Vampire: the Masquerade

Clan _____
Generation _____
Sect _____
Haven _____
Sire _____

Disciplines

Animalism _____ ○○○○○○
Auspex _____ ○○○○○○
Celerity _____ ○○○○○○
Chimerstry _____ ○○○○○○
Dementation _____ ○○○○○○
Dominate _____ ○○○○○○
Fortitude _____ ○○○○○○
Necromancy _____ ○○○○○○
Obfuscate _____ ○○○○○○
Obtenebration _____ ○○○○○○
Potence _____ ○○○○○○
Presence _____ ○○○○○○
Protean _____ ○○○○○○
Quietus _____ ○○○○○○
Serpentis _____ ○○○○○○
Thaumaturgy _____ ○○○○○○
Vicissitude _____ ○○○○○○
Path of _____ ○○○○○○
Path of _____ ○○○○○○
Path of _____ ○○○○○○
Path of _____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○
_____ ○○○○○○

Virtues

Conscience/Conviction _____ ○○○○○○
Self-Control/Instinct _____ ○○○○○○
Courage _____ ○○○○○○

Humanity/Path of

○○○○○○○○○○○○○○

Blood Pool

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

(_____)

Werewolf: the Apocalypse

Breed _____
Auspice _____
Tribe _____
Camp _____
Totem _____

Forms

Homid (6)
No Change
Glabro (7)
Strength (+____) _____
Dexterity (+____) _____
Stamina (+____) _____
Manipulation (-____) _____
Appearance (-____) _____
Perception (+____) _____
Crinos (6)
Strength (+____) _____
Dexterity (+____) _____
Stamina (+____) _____
Manipulation (-____) _____
Appearance (-____) _____
Perception (+____) _____
Hispo (7)
Strength (+____) _____
Dexterity (+____) _____
Stamina (+____) _____
Manipulation (-____) _____
Appearance (-____) _____
Perception (+____) _____
Lupus (6)
Strength (+____) _____
Dexterity (+____) _____
Stamina (+____) _____
Manipulation (-____) _____
Appearance (-____) _____
Perception (+____) _____

Gnosis

○○○○○○○○○○○○
□□□□□□□□□□

Rage

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Glory

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Honor

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Wisdom

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□□□□□□□□□□

Rank

○○○○○○○○○○○○

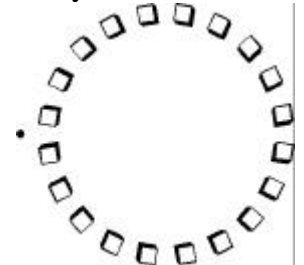
Mage: the Ascension

Tradition _____
Essence _____
Group _____
Camp _____
Avatar _____

Spheres

Correspondence _____ ○○○○○○
Entropy _____ ○○○○○○
Forces _____ ○○○○○○
Life _____ ○○○○○○
Mind _____ ○○○○○○
Matter _____ ○○○○○○
Prime _____ ○○○○○○
Spirit _____ ○○○○○○
Time _____ ○○○○○○

Quintessence



Paradox

Arete
○○○○○○○○○○○○

Foci

Rotes

(_____)

(_____)

(_____)

Wraith: the Oblivion

Guild _____
Shadow _____
Death _____
Regret _____
Haunt _____

Arcanos

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Passions

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Fetters

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Corpus

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Pathos

□□□□□□□□□□



Shadow

Archetype _____

Thorns

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

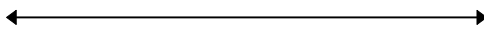
Dark Passions

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Angst

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□□□□□□□□□□



Risen

Conduit _____

Driving Passion _____

Disciplines

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

Changeling: the Dreaming

Kith _____
Seeming _____
Court _____
Legacies _____ / _____
House _____

Arts

Chicanery _____ ○○○○○
Legerdemain _____ ○○○○○
Primal _____ ○○○○○
Soothsay _____ ○○○○○
Sovereign _____ ○○○○○
Wayfare _____ ○○○○○

Realms

Actor _____ ○○○○○
Fae _____ ○○○○○
Nature _____ ○○○○○
Prop _____ ○○○○○
Scene _____ ○○○○○
Time _____ ○○○○○

Glamour

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Banality

○○○○○○○○○○○○○○

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Nightmare

○○○○○○○○○○○○○○

Favorite Bunks

Birthrights/Frailties

Musing/Ravaging Threshold

Chimera

(_____)

(_____)

(_____)

(_____)

(_____)

(_____)

(_____)

(_____)

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Health _____

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