



# World of Darkness

Name \_\_\_\_\_  
 Known Name \_\_\_\_\_  
 Player Name \_\_\_\_\_

Nature \_\_\_\_\_  
 Demeanor \_\_\_\_\_  
 Concept \_\_\_\_\_

Chronicle \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Group \_\_\_\_\_

## Physical

Strength \_\_\_\_\_ ●○○○○  
 Dexterity \_\_\_\_\_ ●○○○○  
 Stamina \_\_\_\_\_ ●○○○○

## Attributes Social

Charisma \_\_\_\_\_ ●○○○○  
 Manipulation \_\_\_\_\_ ●○○○○  
 Appearance \_\_\_\_\_ ●○○○○

## Mental

Perception \_\_\_\_\_ ●○○○○  
 Intelligence \_\_\_\_\_ ●○○○○  
 Wits \_\_\_\_\_ ●○○○○

## Talents

Alertness \_\_\_\_\_ ○○○○○  
 Athletics \_\_\_\_\_ ○○○○○  
 Awareness \_\_\_\_\_ ○○○○○  
 Brawl \_\_\_\_\_ ○○○○○  
 Dodge \_\_\_\_\_ ○○○○○  
 Empathy \_\_\_\_\_ ○○○○○  
 Expression \_\_\_\_\_ ○○○○○  
 Intimidation \_\_\_\_\_ ○○○○○  
 Streetwise \_\_\_\_\_ ○○○○○  
 Subterfuge \_\_\_\_\_ ○○○○○

## Abilities Skills

Animal Ken \_\_\_\_\_ ○○○○○  
 Crafts \_\_\_\_\_ ○○○○○  
 Drive \_\_\_\_\_ ○○○○○  
 Etiquette \_\_\_\_\_ ○○○○○  
 Firearms \_\_\_\_\_ ○○○○○  
 Leadership \_\_\_\_\_ ○○○○○  
 Melee \_\_\_\_\_ ○○○○○  
 Performance \_\_\_\_\_ ○○○○○  
 Stealth \_\_\_\_\_ ○○○○○  
 Survival \_\_\_\_\_ ○○○○○

## Knowledges

Computer \_\_\_\_\_ ○○○○○  
 Enigmas \_\_\_\_\_ ○○○○○  
 Investigation \_\_\_\_\_ ○○○○○  
 Law \_\_\_\_\_ ○○○○○  
 Linguistics \_\_\_\_\_ ○○○○○  
 Lore \_\_\_\_\_ ○○○○○  
 Medicine \_\_\_\_\_ ○○○○○  
 Occult \_\_\_\_\_ ○○○○○  
 Politics \_\_\_\_\_ ○○○○○  
 Science \_\_\_\_\_ ○○○○○

## Backgrounds

\_\_\_\_\_ ○○○○○  
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## Other Abilities/Powers

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## Other Abilities/Powers

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## Virtues

Conscience/Conviction \_\_\_\_\_ ○○○○○  
 Self-Control/Instinct \_\_\_\_\_ ○○○○○  
 Courage \_\_\_\_\_ ○○○○○

## Appearance

Age: \_\_\_\_\_  
 Apparent Age: \_\_\_\_\_  
 Date of Birth: \_\_\_\_\_  
 Date of Change: \_\_\_\_\_  
 Height: \_\_\_\_\_  
 Weight: \_\_\_\_\_  
 Hair: \_\_\_\_\_  
 Eyes: \_\_\_\_\_  
 Race: \_\_\_\_\_  
 Nationality: \_\_\_\_\_  
 Gender: \_\_\_\_\_  
 Marks/Deformities: \_\_\_\_\_  
 Garb: \_\_\_\_\_  
 Other: \_\_\_\_\_

## Willpower

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## Equipment

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