

World of Darkness SLASHER

Name: _____ Concept: _____ Undertaking: _____
 Player: _____ Virtue: _____ Cell: _____
 Chronicle: _____ Vice: _____ Compact/Conspiracy _____

A T T R I B U T E S

POWER	INTELLIGENCE ●●●●	STRENGTH ●●●●	PRESENCE ●●●●
FINESSE	WITS ●●●●	DEXTERITY ●●●●	MANIPULATION ●●●●
RESISTANCE	RESOLVE ●●●●	STAMINA ●●●●	COMPOSURE ●●●●

S K I L L S

M E N T A L

(-3 unskilled)

- Academics _____ 00000
- Computer _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Occult _____ 00000
- Politics _____ 00000
- Science _____ 00000

P H Y S I C A L

(-1 unskilled)

- Athletics _____ 00000
- Brawl _____ 00000
- Drive _____ 00000
- Firearms _____ 00000
- Larceny _____ 00000
- Stealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

S O C I A L

(-1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- Subterfuge _____ 00000

O T H E R T R A I T S

M E R I T S

- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000
- _____ 00000

F L A W S

- _____
- _____

T A C T I C S

- _____
- _____

T A L E N T S

- _____
- _____

F R A I L T I E S

- _____
- _____

H E A L T H

□□□□□□□□□□□□□□

W I L L P O W E R

□□□□□□□□□□

M O R A L I T Y

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

Size _____
 Speed _____
 Initiative Mod _____
 Defense _____
 Armor _____

Experience _____

W E A P O N S

D I C E M O D

E Q U I P M E N T

D I C E M O D

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 15 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Morality = 7