

WORLD OF DARKNESS:
MAFIA™

Name:
 Player:

Nature:
 Demeanor:

Concept:
 Family:

Attributes

Physical		Social		Mental	
Strength	●○○○○	Charisma	●○○○○	Perception	●○○○○
Dexterity	●○○○○	Manipulation	●○○○○	Intelligence	●○○○○
Stamina	●○○○○	Appearance	●○○○○	Wits	●○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	○○○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	○○○○○	Crafts	○○○○○	Computer	○○○○○
Brawl	○○○○○	Drive	○○○○○	Finance	○○○○○
Dodge	○○○○○	Etiquette	○○○○○	Investigation	○○○○○
Empathy	○○○○○	Firearms	○○○○○	Law	○○○○○
Expression	○○○○○	Melee	○○○○○	Linguistics	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Medicine	○○○○○
Leadership	○○○○○	Security	○○○○○	Occult	○○○○○
Streetwise	○○○○○	Stealth	○○○○○	Politics	○○○○○
Subterfuge	○○○○○	Survival	○○○○○	Science	○○○○○

Advantages

Backgrounds		Other Traits		Virtues	
_____	○○○○○	_____	○○○○○	Conscience	●○○○○
_____	○○○○○	_____	○○○○○	Self-Control	●○○○○
_____	○○○○○	_____	○○○○○	Courage	●○○○○
_____	○○○○○	_____	○○○○○		
_____	○○○○○	_____	○○○○○		
_____	○○○○○	_____	○○○○○		

Merits/Flaws

Humanity

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Willpower

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Blood Pool

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Health

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

Experience
