### Attributes

- **Power**
  - Intelligence
  - Strength
  - Presence

- **Finesse**
  - Wits
  - Dexterity
  - Manipulation

- **Resistance**
  - Resolve
  - Stamina
  - Composure

### Skills

#### Mental
- Academies
- Computer
- Crafts
- Investigation
- Medicine
- Occult
- Politics
- Science

#### Physical
- Athletics
- Brawl
- Drive
- Firearms
- Larceny
- Stealth
- Survival
- Weaponry

#### Social
- Animal Ken
- Empathy
- Expression
- Intimidation
- Persuasion
- Socialize
- Streetwise
- Subterfuge

### Other Traits

#### Health
- Experience: 0
- Size: 5
- Speed: 5
- Defense: 10

#### Merits
- Other Traits: 0
- Bludgeon: 0
- Charm: 0
- Dodge: 0
- Suppress: 0

#### Flaws
- Other Flaws: 0
- Poisonous: 0
- Sibling: 0
- Timidity: 0

#### Contracts
- Other Contracts: 0
- Atrocity: 0
- Chastity: 0
- Loyalty: 0

#### Pledges
- Other Pledges: 0
- Court: 0
- Estate: 0
- Heritage: 0

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**Attributes 5/4/3**

- **Seeming**
- **Concept**
- **Kith**
- **Court**

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**Seeming Blessing:**

**Seeming Curse:**

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**Clarity:**
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1

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**Power:**
- Intelligence
- Presence

**Finesse:**
- Wits
- Manipulation

**Resistance:**
- Resolve
- Composure

**Skills**

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

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**Attributes 5/4/3**

- **Seeming**: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse
- **Contracts**: 5 dots
- **Merits**: 7
- **Health**: Stamina + Size
- **Willpower**: Resolve + Composure
- **Wyrd**: 1 dot
- **Glamour**: 1/2 maximum (determined by Wyrd)

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**Attributes 5/4/3**

- **Seeming**: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse
- **Contracts**: 5 dots
- **Merits**: 7
- **Health**: Stamina + Size
- **Willpower**: Resolve + Composure
- **Wyrd**: 1 dot
- **Glamour**: 1/2 maximum (determined by Wyrd)