Name: 
Player: 
Chronicle: 
Virtue: 
Vice: 
Concept: 
Seeming: 
Kith: 
Court: 

### Attributes

<table>
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<tr>
<th>Power</th>
<th>Intelligence</th>
<th>Strength</th>
<th>Presence</th>
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<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
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<tr>
<td>Resistance</td>
<td>Resolve</td>
<td>Stamina</td>
<td>Composure</td>
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</table>

### Skills

#### Mental

(-3 unskilled)

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

#### Physical

(-1 unskilled)

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

#### Social

(-1 unskilled)

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

### Contracts

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### Health

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#### Willpower

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#### Wyrd

000000000000

#### Glamour

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### Merits

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### Flaws


### Other Traits

- Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming: Choose 1 free Skill Specialty in Athletics, Brawl or Stealth; Record Blessing and Curse • Contracts 5 dots • Merits 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Wyrd starts at 1 dot • Glamour starts at 1/2 maximum (determined by Wyrd).