### Attributes

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

### Skills

#### Mental (3 unskilled)

- Academics
- 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

### Other Traits

#### Merits

- 00000

#### Health

- Stamina
- Size
- Defense
- Initiative Mod
- Speed
- Willpower
- Psyche
- Plasm

### Keystone Memento

- Boneyard
- Caul
- Curse
- Marionette
- Oracle
- Rage
- Shroud

### Manifestations

- Cold Wind
- Grave-Dirt
- Industrial
- Passion
- Phantasm

### Keys

- 0
- Primeval
- Pyre-Flame
- Stigmata
- Stillness
- Tear-Stained

### Synergy

- Max Synergy: 10

### Experience

- Size:
- Speed:
- Defense:
- Armor:
- Initiative Mod:
- Wrath:

### Notes

- Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Record Archetype and Threshold • Manifestations 3 dots • Select 1 Key from Threshold and 1 to represent Keystone
- 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 • Size = 5 for adult human-sized
- Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity • Size = 5 for adult human-sized