## Attributes

<table>
<thead>
<tr>
<th>POWER</th>
<th>Intelligence</th>
<th>Strength</th>
<th>Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>FINESSE</td>
<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
</tr>
<tr>
<td>RESISTANCE</td>
<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

### Health

### Willpower

### Psyche

### Plasm

### Keystone

### Manifestations

### Ceremonies

### Synergy

### Keys:

### Size:

### Speed:

### Defense:

### Armor:

### Initiative Mod:

### Experience:

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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 humanoid defense = lowest of dexterity or wits • Initiative Mod = Dexterity + Composure + Speed = Strength + Dexterity • 5 • Starting Synergy = 7 • Psyche starts at 1 dot • Plasm starts at 5 points.