### Attributes

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

- 0000
- 0000
- 0000
- 0000
- 0000
- 0000
- 0000
- 0000
- 0000

#### Flaws

- 0000

#### Pillars

- Ab
- Ba
- Ha
- Ren
- Sheut

#### Affinities

- 0000

#### Health

- 00000000000000

#### Willpower

- 000000000000

#### Sekhem

- 000000000000

#### Memory

- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1

#### Size: Speed:

- Defense: Armor:

- Initiative Mod:

- Experience:

- Experience:

#### Talents

- Attributes 5/4/3 • Skills 11/7/4 (3 Specialties) • Judge (record Affinity) • Guild (record Affinity) • Pillars 9 dots • Health = Sta + Size • Willpower = Resolve + Composure • Defense = lowest of Dex or Wits • Memory = 3 • Initiative Mod = Dex + Composure • Speed = Str + Dex + 5