### 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
- Crafts
- Computer
- 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

### Willpower

### Health

### Disciplines

### Flaws

### Main Duties

### Other Traits

**Attributes**: 5/4/3 • **Skills**: 11/7/4 (+3 Specialties) • **Note**: Regnants Clan • **Note**: Regnants Covenant • **Choose Family if desired** • **Disciplines**: 2

Two dots from Regnants clan • **Merits**: 7 • (Buying the fifth dot in Attributes, Skills or Merits costs two points) • **Health**: Stamina + Size • Size = 5 for adult human-sized Kindred • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure - Size - 5 • **Vitae**: d10 roll • **Initiative Mod**: • **Experience**: • **Size**: • **Speed**: • **Defense**: • **Armor**: • **Initiative Mod**: • **Experience**: • **Vitae**: