**Daeva: Kiss of the Succubus**

- **Attributes**
  - Power: Intellect
  - Finesse: Will
  - Resistance: Resolve

- **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

- **Disciplines**
  - 3 (Two dots must be in-clan)

- **Merits**
  - Composure
  - Tradition

- **Flaws**

- **Weakness**

- **Blood Potency**
  - 1 (May be increased with Merit points)

- **Size**: 5

- **Defense**: Lowest of Dexterity or Will

- **Speed**: Strength + Dexterity +5

- **Starting Humanity**: 7

- **Vitae**: d10 roll

- **Willpower**: Resolve + Composure

- **Experience**: 0

- **Health**: Stamina + Size

- **Armor**: __________  

- **Initiative Mod**: Dexterity + Composure

- **Experience**: __________

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Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Clan (+1 bonus Attribute; see p. 92) • Covenant • Blood Potency 1 (May be increased with Merit points) • Disciplines 3 (Two dots must be in-clan) • Traditions 7 • Buying the fifth dot in Attributes, Skills or Merits costs two points • Health = Stamina + Size • Willpower = Resolve + Composure • Size = + for adult Kindred +Kindred • Defense = Lowest of Dexterity or Will • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Humanity = 7 • Vitae = d10 roll