### 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**

- Academics: 0
- Crafts: 0
- Computer: 0
- Investigation: 0
- Medicine: 0
- Occult: 0
- Politics: 0
- Science: 0

**Physical**

- Athletics: 0
- Brawl: 0
- Drive: 0
- Firearms: 0
- Larceny: 0
- Stealth: 0
- Survival: 0
- Weaponry: 0

**Social**

- Animal Ken: 0
- Empathy: 0
- Expression: 0
- Intimidation: 0
- Persuasion: 0
- Socialize: 0
- Streetwise: 0
- Subterfuge: 0

**Disciplines**

- 0

**Merits**

- 0

**Flaws**

- 0

**Clan Weakness**

- 0

### Other Traits

- Health: 0
- Willpower: 0
- Vitae: 0
- Humanity: 0

- Size: 0
- Speed: 0
- Defense: 0
- Armor: 0
- Initiative Mod: 0
- Experience: 0