**Power**
- Intelligence: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫
- Strength: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫
- Presence: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫

**Finesse**
- Wits: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫
- Dexterity: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫
- Manipulation: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫

**Resistance**
- Resolve: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫
- Stamina: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫
- Composure: ⚫⚫⚫⚫⚫⚫⚫⚫⚫⚫

**Attributes**

**Skills**

**Mental**
- (3 unskilled)
  - Academics: 0 0 0 0 0
  - Computer: 0 0 0 0
  - Crafts: 0 0 0 0
  - Investigation: 0 0 0 0
  - Medicine: 0 0 0 0
  - Occult: 0 0 0 0
  - Politics: 0 0 0 0
  - Science: 0 0 0 0

**Physical**
- (1 unskilled)
  - Athletics: 0 0 0 0
  - Brawl: 0 0 0 0
  - Drive: 0 0 0 0
  - Firearms: 0 0 0 0
  - Larceny: 0 0 0 0
  - Stealth: 0 0 0 0
  - Survival: 0 0 0 0
  - Weaponry: 0 0 0 0

**Social**
- (1 unskilled)
  - Animal Ken: 0 0 0 0
  - Empathy: 0 0 0 0
  - Expression: 0 0 0 0
  - Intimidation: 0 0 0 0
  - Persuasion: 0 0 0 0
  - Socialize: 0 0 0 0
  - Streetwise: 0 0 0 0
  - Subterfuge: 0 0 0 0

**Aspects/Influences**

**Corpus/Health**

**Willpower**

**Synthesis**

**Essence**

**Weapons/Attack**

**Armor**

**Special Rules**

**Ban**

**Numina**

**Saves**

**Initiative Mod:**