



POWER	Intelligence_____●○○○○	Strength_____●○○○○	Presence_____●○○○○
FINESSE	Wits_____●○○○○	Dexterity_____●○○○○	Manipulation_____●○○○○
RESISTANCE	Resolve_____●○○○○	Stamina_____●○○○○	Composure_____●○○○○

MENTAL
(-3 unskilled)

☐ Academics _____ ○○○○○

☐ Computer _____ ○○○○○

☐ Crafts _____ ○○○○○

☐ Investigation _____ ○○○○○

☐ Medicine _____ ○○○○○

☐ Occult _____ ○○○○○

☐ Politics _____ ○○○○○

☐ Science _____ ○○○○○

☐ Athletics_____OOOOO

☒ Brawl_____OOOOO

☐ Drive_____OOOOO

☐ Firearms_____OOOOO

☐ Larceny_____OOOOO

☐ Stealth_____OOOOO

☐ Survival_____OOOOO

☐ Weaponry_____OOOOO

☐ Animal Ken_____OOOOO

☐ Empathy_____OOOOO

☒ Expression_____OOOOO

☐ Intimidation_____OOOOO

☐ Persuasion_____OOOOO

☐ Socialize_____OOOOO

☐ Streetwise_____OOOOO

☐ Subterfuge_____OOOOO

[illegible]

[illegible]

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

Size: _____
 Defense: _____
 Initiative Mod: _____
 Speed: _____
 Armor: _____
 Beats: ☐ ☐ ☐ ☐ ☐
 Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 10 •
 Health = Stamina + Size • Willpower = Resolve + Composure •
 Size = 5 for adult humans • Defense = Lower of Dexterity or
 Wits + Athletics • Initiative Mod = Dexterity + Composure •
 Speed = Strength + Dexterity +5