<table>
<thead>
<tr>
<th>Attributes</th>
<th>Health</th>
<th>Willpower</th>
<th>Morality</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power</td>
<td>Intelligence</td>
<td>Strength</td>
<td>Presence</td>
</tr>
<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
- 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

**OTHER TRAITS**

**MERITS**

**FLAWS**

**TACTICS**

**WEAPONS**

**EQUIPMENT**

Experience

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two dots) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = \$5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7