**Name:**

**Essence:**

**Tradition:**

**Age:**

**Virtue:**

**Concept:**

**Player:**

**Vice:**

**Chronicle:**

---

### Attributes

<table>
<thead>
<tr>
<th>Power</th>
<th>Intelligence</th>
<th>Strength</th>
<th>Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Fitness</th>
<th>Wits</th>
<th>Dexterity</th>
<th>Manipulation</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Resistance</th>
<th>Resolve</th>
<th>Stamina</th>
<th>Composure</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(Buying the fifth dot in any area costs two points)

Health = Stamina + Size

Willpower = Resolve + Composure

\[ \text{Size} = 5 \text{ for adult humans} \]

Initiative Mod = Dexterity + Composure

\[ \text{Speed} = \text{Strength} + \text{Dexterity} + 5 \]

Starting Morality = 7

---

### 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

<table>
<thead>
<tr>
<th>Merits</th>
<th>ARETE</th>
<th>QUINTESSENCE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Flaws

<table>
<thead>
<tr>
<th>Flaws</th>
<th>Dynamic</th>
<th>Entropic</th>
<th>Static</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Spheres

- Correspondence
- Entropy
- Forces
- Life
- Matter
- Mind
- Prime
- Spirit
- Time
- Size
- Speed
- Initiative Mod
- Defense
- Armor

Experience

\[ \text{Resonance} = \text{Dynamic} + \text{Entropic} + \text{Static} \]

---

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • 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

Copyright 2004 White Wolf Publishing http://www.worldofdarkness.com