**Name:**

**Player:**

**Storyteller:**

**Virtue:**

**Vice:**

**Concept:**

**Clan:**

**Bloodline:**

**Covenant:**

---

### 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>

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### 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

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### Disciplines

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### Merits

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### Flaw

- [ ]

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### Other Traits

- Health
  - Willpower
  - Blood Potency

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

- Equipment
  - Dice Mod.

- Equipment
  - Dice Mod.