

NAME:

CONCEPT:

VIRTUE:

VICE:

SEEMING

KITH:

HER TRAITS

COURT:

MOTLEY:

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POWER

INTELLIGENCE •0000

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STRENGTH

•0000

PRESENCE

•0000

FINESSE

WITS

00000

DEXTERITY

•0000

MANIPULATION •0000

RESISTANCE RESOLVE

WARFARE_

00000

STAMINA

•0000

COMPOSURE

00000

-SKILLS-

MENTAL (-3 UNSKILLED)

00000 ACADEMICS_ CRAFTS 00000 INVESTIGATION__ 00000 MEDICINE 00000 OCCULT 00000 POLITICS__ 00000 RELIGION 00000

PHYSICAL (-1 UNSKILLED)

ARCHERY	00000
ATHLETICS	00000
BRAWL	00000
LARCENY	00000
RIDE	00000
STEALTH	00000
SURVIVAL	00000
WEAPONRY	00000

SOCIAL

(-1 UNSKILLED)	
Animal Ken	_00000
EMPATHY	_00000
EXPRESSION	_00000
INTIMIDATION	_00000
PERSUASION	_00000
SOCIALIZE	_00000
STREETWISE	_00000
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MERITS

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FLAWS

CONTRACTS

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Size	
SPEED	100
Defense	30.253
ARMOR	
Integrity	See All

HEALTH

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WILLPOWER

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WYRD

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GLAMOUR

CLARITY

10	C
9	C
8	C
7	C
6	C
5	C
4	C
3	C
2	C
	0

PLEDGES

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Seeming (+1 free Skill Specialty in Athletics, Brawl, or Stealth) • Kith • Wyrd 1 (may be increased with Merit points) • Contracts 5 • Merits 7 • (Buying the fifth dot in Attributes, Skills, or Merits costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult human-sized Lost

INITIATIVE MOD EXPERIENCE

• Defense = Lowest of Dexterity of Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Clarity = 7 • Starting Glamour starts at 1/2 maximum (determined by Wyrd)