

2.0 - Attributes, Trackers and Skills

Attribute Selection:

- Pick your strongest attribute (••••)
- Pick your weakest attribute (•)
- Pick three attributes that you are good at (•••)
- The remaining four attributes will be (••)

Set your trackers:

- Your humanity defaults to 7
- Your health is STAMINA + 3
- Your willpower is COMPOSURE + RESOLVE

Skill Selection:

Pick one of these skill distributions		
Jack of all trades	Balanced	Specialist
1 skill at (•••) 8 skills at (••) 10 skills at (•)	3 skills at (•••) 5 skills at (••) 7 skills at (•)	1 skills at (••••) 3 skills at (•••) 3 skills at (••) 3 skills at (•)

Set your specialties:

- You can enter specialties next to your skill dots
- A specialty is a specific subject within your selected skill. When you make a check with that skill and your specialty applies to the check you are making, you gain an additional dot in that skill for the purposes of that roll.
- You get one free specialty to spend on whatever skill you would like.
- Add one free specialty to Academics, Craft, Performance or science If you have one or more dots in them