Geist: The Sin-Eaters

Name: Virtue: Archetype:
Geist: Vice: Threshold:
Chronicle: Concept: Krewe:

Attributes

POWER	Intelligence ●○○○○○○○○	Strength ●○○○○○○○○	Presence ●○○○○○○○○
FINESSE	Wits ●○○○○○○○○	Dexterity ●○○○○○○○○	Manipulation ●○○○○○○○○
RESISTANCE	Resolve ●○○○○○○○○	Stamina ●○○○○○○○○	Composure ●○○○○○○○○

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

_____ ○○○○○○○○○○
_____ ○○○○○○○○○○
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Keystone Memento

_____
_____
_____

Keys

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Manifestations

_____ ○○○○○○○○○○
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Health

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□□□□□□□□□□□□□□□

Willpower

_____ _____
Max Remaining

Psyche

●○○○○○○○○○

Plasm

_____ _____
Max Remaining

Synergy

Max Synergy:___

10 _____ ○
9 _____ ○
8 _____ ○
7 _____ ○
6 _____ ○
5 _____ ○
4 _____ ○
3 _____ ○
2 _____ ○
1 _____ ○

Size:_____
Speed:_____
Defense:_____
Armor:_____
Initiative Mod:_____
Experience:_____

Attributes: 5/4/3 • Skills 11/7/4 (+3 Specialties) • Record Archetype and Threshold • Manifestations: 3 dots • Select 1 Key from Threshold and 1 to represent Keystone 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 Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Synergy = 7 • Psyche starts at 1 dot • Plasm starts at 1/2 max pool.