

# GEIST

THE SIN-EATERS

Name: \_\_\_\_\_  
Geist: \_\_\_\_\_  
Chronicle: \_\_\_\_\_

Virtue: \_\_\_\_\_  
Vice: \_\_\_\_\_  
Concept: \_\_\_\_\_

Archetype: \_\_\_\_\_  
Threshold: \_\_\_\_\_  
Krew: \_\_\_\_\_

## Attributes

**POWER** Intelligence 0000000000 Strength 0000000000 Presence 0000000000  
**FINESSE** Wits 0000000000 Dexterity 0000000000 Manipulation 0000000000  
**RESISTANCE** Resolve 0000000000 Stamina 0000000000 Composure 0000000000

## Skills

### Mental

(-3 unskilled)

Academics \_\_\_\_\_ 0000000000  
Computer \_\_\_\_\_ 0000000000  
Crafts \_\_\_\_\_ 0000000000  
Investigation \_\_\_\_\_ 0000000000  
Medicine \_\_\_\_\_ 0000000000  
Occult \_\_\_\_\_ 0000000000  
Politics \_\_\_\_\_ 0000000000  
Science \_\_\_\_\_ 0000000000

### Physical

(-1 unskilled)

Athletics \_\_\_\_\_ 0000000000  
Brawl \_\_\_\_\_ 0000000000  
Drive \_\_\_\_\_ 0000000000  
Firearms \_\_\_\_\_ 0000000000  
Larceny \_\_\_\_\_ 0000000000  
Stealth \_\_\_\_\_ 0000000000  
Survival \_\_\_\_\_ 0000000000  
Weaponry \_\_\_\_\_ 0000000000

### Social

(-1 unskilled)

Animal Ken \_\_\_\_\_ 0000000000  
Empathy \_\_\_\_\_ 0000000000  
Expression \_\_\_\_\_ 0000000000  
Intimidation \_\_\_\_\_ 0000000000  
Persuasion \_\_\_\_\_ 0000000000  
Socialize \_\_\_\_\_ 0000000000  
Streetwise \_\_\_\_\_ 0000000000  
Subterfuge \_\_\_\_\_ 0000000000

## Other Traits

### Merits

\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
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### Health

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### Willpower

Max \_\_\_\_\_ Remaining \_\_\_\_\_

### Psyche

0000000000

### Plasm

Max \_\_\_\_\_ Remaining \_\_\_\_\_

### Synergy

Max Synergy: \_\_\_\_\_

10 \_\_\_\_\_ 0  
9 \_\_\_\_\_ 0  
8 \_\_\_\_\_ 0  
7 \_\_\_\_\_ 0  
6 \_\_\_\_\_ 0  
5 \_\_\_\_\_ 0  
4 \_\_\_\_\_ 0  
3 \_\_\_\_\_ 0  
2 \_\_\_\_\_ 0  
1 \_\_\_\_\_ 0

### Keystone Memento

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Keys

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Manifestations

\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
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\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000

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.

# GEIST

THE SIN-EATERS

## Geist

Name: \_\_\_\_\_

Age: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Krewe

Name: \_\_\_\_\_

Founder: \_\_\_\_\_

Members: \_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Ban: \_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

Duty: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Destiny: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Benefits: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Krewe Experience: \_\_\_\_\_

Spent: \_\_\_\_\_ Remaining: \_\_\_\_\_

## Other Traits

\_\_\_\_\_ 0000000000 \_\_\_\_\_ 0000000000

\_\_\_\_\_ 0000000000 \_\_\_\_\_ 0000000000

\_\_\_\_\_ 0000000000 \_\_\_\_\_ 0000000000

## Ceremonies

Name	Rating	Dice Pool	Book/Page
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Mementos

Type: _____	Type: _____
Threshold: _____	Threshold: _____
Key: _____	Key: _____
Special: _____	Special: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## Equipment

Item	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

## Combat

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____