

# GEIST

THE SIN-EATERS

Name:  
Geist:  
Chronicle:

Virtue:  
Vice:  
Concept:

Archetype:  
Threshold:  
Krew:

## Attributes

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## Skills

### Mental

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Occult	00000
Politics	00000
Science	00000

### Physical

(-1 unskilled)

Athletics	00000
Brawl	00000
Drive	00000
Firearms	00000
Larceny	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
Subterfuge	00000

## Other Traits

### Merits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

### Keystone Memento

_____
_____
_____

### Keys

Cold Wind	O	Primeval	O
Grave-Dirt	O	Pyre-Flame	O
Industrial	O	Stigmata	O
Passion	O	Stillness	O
Phantasm	O	Tear-Stained	O

### Manifestations

Boneyard	00000
Caul	00000
Curse	00000
Marionette	00000
Oracle	00000
Rage	00000
Shroud	00000
_____	00000
_____	00000

### Health

00000000000000  
□□□□□□□□□□□□

### Willpower

0000000000  
□□□□□□□□□□

### Psyche

0000000000

### Plasm

□□□□□□□□□□  
□□□□□□□□□□  
□□□□□□□□□□

### Synergy

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

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

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

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## Geist

Name: \_\_\_\_\_  
 Age: \_\_\_\_\_  
 Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## Krewe

Name: \_\_\_\_\_  
 Founder: \_\_\_\_\_  
 Members: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

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

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

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

Krewe Experience: \_\_\_\_\_  
 Spent: \_\_\_\_\_ Remaining: \_\_\_\_\_

## Other Traits

_____	00000	_____	00000
_____	00000	_____	00000
_____	00000	_____	00000

## Ceremonies

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

## Mementos

Type: \_\_\_\_\_  
 Threshold: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Special: \_\_\_\_\_  
 \_\_\_\_\_

Type: \_\_\_\_\_  
 Threshold: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Special: \_\_\_\_\_  
 \_\_\_\_\_

Type: \_\_\_\_\_  
 Threshold: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Special: \_\_\_\_\_  
 \_\_\_\_\_

Type: \_\_\_\_\_  
 Threshold: \_\_\_\_\_  
 Key: \_\_\_\_\_  
 Special: \_\_\_\_\_  
 \_\_\_\_\_

## Equipment

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

## Combat

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