

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

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Manifestations

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

Health

00000000000000
□□□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Psyche

0000000000

Plasm

□□□□□□□□□□
□□□□□□□□□□
□□□□□□□□□□

Synergy

Max Synergy: _____

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

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: _____

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

Equipment

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

Combat

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

GHOST

THE SIN-EATERS

Expanded Merits

Allies

Mentor

Contacts

Resources

Fame

Retainer

Other(_____)

Other(_____)

Possessions

Gear (Carried)

Other Equipment

Vehicles

Type	Durability	Structure	Size	Acceleration	Safe Speed	Max Speed	Handling
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Haunt

Description

Location
