

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
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

Health

Willpower

 Max _____ Remaining _____
Psyche
 0000000000

Plasm

 Max _____ Remaining _____

Keystone Memento

Keys

Manifestations

_____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000
 _____ 0000000000

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

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

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

GHOST

THE SIN-EATERS

History

Goals/Destiny

Description

Age:	_____	_____
Date of Birth:	_____	_____
First Death:	_____	_____
Hair:	_____	_____
Eyes:	_____	_____
Race:	_____	_____
Nationality:	_____	_____
Height:	_____	_____
Weight:	_____	_____
Sex:	_____	_____

Krewe Chart

Visuals

Character Sketch

