

# GHOST

THE SIN-EATERS  
SECOND EDITION

Name:  
Chronicle:  
Concept:

Burden:  
Root:  
Bloom:

Geist:  
Krewes:  
Krewe Archetype:

## Attributes

POWER FINESSE RESISTANCE	Intelligence	00000	Strength	00000	Presence	00000
	Wits	00000	Dexterity	00000	Manipulation	00000
	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
- Sealth \_\_\_\_\_ 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
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### Keys

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### Haunts

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### Health

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### Willpower

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### Plasm

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### Synergy

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### Remembrance Traits

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### Aspirations

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 10 •  
 Health = Stamina + Size • Willpower = Resolve + Composure •  
 Size = 5 for adult humans • Defense = Lower of Dexterity or  
 Wits + Athletics • Initiative Mod = Dexterity + Composure •  
 Speed = Strength + Dexterity +5



## Expanded Merits

Allies

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Mentor

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Contacts

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Resources

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Fame

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Retainer

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Other( )

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Other( )

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## Possessions

Gear (Carried)

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Equipment (Owned)

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Vehicles

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Misc.

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## Safe Places

Location

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Description

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