

GEIST

THE SIN-EATERS

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

ARCHETYPE:
THRESHOLD:
KREWE:

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

KEYSTONE MEMENTO

KEYS

_____	_____
_____	_____
_____	_____
_____	_____

MANIFESTATIONS

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

HEALTH

00000000000000
□□□□□□□□□□□□

WILLPOWER

000000000000
□□□□□□□□□□

PSYCHE

000000000000

PLASM

□□□□□□□□□□
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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: _____

GEIST

THE SIN-EATERS

EXPANDED MERITS

ALLIES

CONTACTS

FAME

OTHER()

MENTOR

RESOURCES

RETAINER

OTHER()

POSSESSIONS

GEAR(CARRIED)

VEHICLES

EQUIPMENT(OWNED)

MISC

HAUNT

LOCATION

DESCRIPTION
