

GEIST

THE WILD WEST

Name:

Virtue:

Archetype:

Geist:

Vice:

Threshold:

Chronicle:

Concept:

Krewe:

Attributes

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

Skills

Mental

(-3 unskilled)

| | |
|---------------|-------|
| Academics | 00000 |
| Crafts | 00000 |
| Investigation | 00000 |
| Medicine | 00000 |
| Occult | 00000 |
| Politics | 00000 |
| Science | 00000 |
| Technology | 00000 |

Physical

(-1 unskilled)

| | |
|-----------|-------|
| Athletics | 00000 |
| Brawl | 00000 |
| Firearms | 00000 |
| Larceny | 00000 |
| Ride | 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 |

Manifestations

| | |
|-------|-------|
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |
| _____ | 00000 |

Keystone Memento

| |
|-------|
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |
| _____ |

Keys

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

Health

| |
|--------------|
| 000000000000 |
| □□□□□□□□□□ |

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: | _____ |



GEIST

THE WILD WEST

Other Traits

| | |
|-------|--------|
| _____ | 000000 |
| _____ | 000000 |
| _____ | 000000 |
| _____ | 000000 |

| | |
|-------|--------|
| _____ | 000000 |
| _____ | 000000 |
| _____ | 000000 |
| _____ | 000000 |

| | |
|-------|--------|
| _____ | 000000 |
| _____ | 000000 |
| _____ | 000000 |
| _____ | 000000 |

Geist

Name: _____

Age: _____

Description: _____

Ceremonies

Name

Rating

Dice Pool

Book/Page

| | | | |
|-------|-------|-------|-------|
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |
| _____ | _____ | _____ | _____ |

Mementos

Type: _____

Threshold: _____

Key: _____

Special: _____

Type: _____

Threshold: _____

Key: _____

Special: _____

Type: _____

Threshold: _____

Key: _____

Special: _____

Type: _____

Threshold: _____

Key: _____

Special: _____

Combat

| Weapon/Attack | Damage | Range | Ammo | Size | Strength | Cost |
|---------------|--------|-------|------|------|----------|------|
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |

Armor

Rating: _____

Strength: _____

Defense: _____

Speed: _____

Description: _____



GEIST

THE WILD WEST

Expanded Merits

Allies

Mentor

Contacts

Resources

Fame

Retainer

Other()

Other()

Possessions

Gear(Carried)

Equipment(Owned)

Vehicles

Misc.

Animal

Name: _____ Type: _____

Intelligence: ___ Wits: ___ Resolve: ___ Strength: ___ Dexterity: ___ Stamina: ___ Presence: ___ Manipulation: ___ Composure: _____

Skills: _____

Health: _____ Willpower: _____ Size: _____ Speed: _____ Defense: _____ Initiative: _____

Weapons/Attacks _____ Damage _____ Dice Pool _____ Special Notes _____

Haunt

Location

Description
