

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
	Resolve	00000		Stamina		00000	Composure	00000

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

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:	_____



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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



