### Attributes

<table>
<thead>
<tr>
<th>Power</th>
<th>Intellegence</th>
<th>Strength</th>
<th>Presence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finesse</td>
<td>Wits</td>
<td>Dexterity</td>
<td>Manipulation</td>
</tr>
<tr>
<td>Resistance</td>
<td>Resolve</td>
<td>Stamina</td>
<td>Composure</td>
</tr>
</tbody>
</table>

### Skills

#### Mental

- Academics
- Computer
- Crafts
- Investigation
- Medicine
- Occult
- Politics
- Science

#### Physical

- Athletics
- Brawl
- Drive
- Firearms
- Larceny
- Stealth
- Survival
- Weaponry

#### Social

- Animal Ken
- Empathy
- Expression
- Intimidation
- Persuasion
- Socialize
- Streetwise
- Subterfuge

### Merits

- [ ]
- [ ]
- [ ]
- [ ]
- [ ]
- [ ]
- [ ]
- [ ]
- [ ]

### Other Traits

- Health: [ ]
- Willpower: [ ]
- Psyche: [ ]
- Plasm: [ ]

### Keystone Memento

- Keys: [ ]
- Cold Wind
- Grave-Dirt
- Industrial
- Passion
- Phantasm
- Boneyard
- Caul
- Curse
- Marionette
- Oracle
- Rage
- Shroud

### Manifestations

- [ ]
- [ ]
- [ ]
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- [ ]

### Size:

- Speed:
- Defense:
- Armor:
- Initiative Mod:
- Experience:
### Geist

**Name:**

**Age:**

**Description:**

---

### Other Traits

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### Ceremonies

<table>
<thead>
<tr>
<th>Name</th>
<th>Rating</th>
<th>Dice Pool</th>
<th>Book/Page</th>
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</thead>
<tbody>
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### Mementos

<table>
<thead>
<tr>
<th>Type:</th>
<th>Threshold:</th>
<th>Key:</th>
<th>Special:</th>
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### Equipment

<table>
<thead>
<tr>
<th>Item</th>
<th>Durability</th>
<th>Structure</th>
<th>Size</th>
<th>Cost</th>
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</tbody>
</table>

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### Combat

<table>
<thead>
<tr>
<th>Weapon/Attack</th>
<th>Dice Mod.</th>
<th>Range</th>
<th>Clip</th>
<th>Size</th>
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</thead>
<tbody>
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### Experience Chart

- Attributes: New dots x5
- Skills: New dots x3
- Skill Specialties: 3
- New Keys: 10
- Manifestation: New dots x6
- Merits: New dots x2
- Psyche: New dots x8
- Synergy: New dots x3
- Willpower: 8

---

### Krewe

**Name:**

**Founder:**

**Members:**

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### Ban:

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### Duty:

---

### Destiny:

---

### Benefits:

---

### Krewe Experience:

**Spent:**

**Remaining:**

---