### Attributes

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

### Other Traits

#### Merits

### Health

#### Willpower

#### Psyche

#### Plasm

#### Synergy

---

### Keswick

#### Keys

- Cold Wind
- Grave-Dirt
- Industrial
- Passion
- Phantasm
- Boneyard
- Caul
- Curse
- Marionette
- Oracle
- Rage
- Shroud

#### Manifestations

### Kreye:

- **Threshold:**
- **Archetype:**
- **Concept:**

### Keystone Memento

---

**Keystone Memento**

---

**Keys**

---

**Memento**

---

**Manifestations**

---

**Vice:**

---

**Virtue:**

---

**Merits**

---

**Attributes**

---

**Skills**

---

**Synergy**

---

**Health**

---

**Size:**

---

**Speed:**

---

**Defense:**

---

**Armor:**

---

**Initiative Mod:**

---

**Experience:**

---
### Geist

**Name:**

**Age:**

**Description:**

---

### Other Traits

<table>
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<tr>
<th>Attribute</th>
<th>New dots x5</th>
<th>New dots x3</th>
<th>Skill Specialty</th>
<th>New Key</th>
<th>Manifestation New dots x6</th>
<th>Merit New dots x2</th>
<th>Psyche New dots x8</th>
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### Ceremonies

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<th>Rating</th>
<th>Dice Pool</th>
<th>Book/Page</th>
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### Mementos

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### Equipment

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<th>Structure</th>
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<th>Cost</th>
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### Combat

<table>
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<tr>
<th>Weapon/Attack</th>
<th>Dice Mod.</th>
<th>Range</th>
<th>Clip</th>
<th>Size</th>
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</tbody>
</table>

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### Krewe

**Name:**

**Founder:**

**Members:**

---

### Ban

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### Duty

---

### Destiny

---

### Benefits

---

### Krewe Experience

**Spent:** __________  **Remaining:** __________