



Name: _____ Player: _____
Geist: _____ Concept: _____
Chronicle: _____ Burden: _____
Root: _____ Krewe: _____
Bloom: _____ Krewe Archetype: _____

Attributes

POWER	Intelligence _____ ●○○○○	Strength _____ ●○○○○	Presence _____ ●○○○○
FINESSE	Wits _____ ●○○○○	Dexterity _____ ●○○○○	Manipulation _____ ●○○○○
RESISTANCE	Resolve _____ ●○○○○	Stamina _____ ●○○○○	Composure _____ ●○○○○

Skills

MENTAL

(-3 unskilled)

- ☐ Academics _____ ○○○○○
- ☐ Computer _____ ○○○○○
- ☐ Crafts _____ ○○○○○
- ☐ Investigation _____ ○○○○○
- ☐ Medicine _____ ○○○○○
- ☐ Occult _____ ○○○○○
- ☐ Politics _____ ○○○○○
- ☐ Science _____ ○○○○○

PHYSICAL

(-1 unskilled)

- ☐ Athletics _____ ○○○○○
- ☐ Brawl _____ ○○○○○
- ☐ Drive _____ ○○○○○
- ☐ Firearms _____ ○○○○○
- ☐ Larceny _____ ○○○○○
- ☐ Stealth _____ ○○○○○
- ☐ Survival _____ ○○○○○
- ☐ Weaponry _____ ○○○○○

SOCIAL

(-1 unskilled)

- ☐ Animal Ken _____ ○○○○○
- ☐ Empathy _____ ○○○○○
- ☐ Expression _____ ○○○○○
- ☐ Intimidation _____ ○○○○○
- ☐ Persuasion _____ ○○○○○
- ☐ Socialize _____ ○○○○○
- ☐ Streetwise _____ ○○○○○
- ☐ Subterfuge _____ ○○○○○

MERITS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
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- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○

REMEMBRANCE TRAITS

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

KEYS

- _____
- _____
- _____
- _____
- _____
- _____
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- _____
- _____
- _____

HAUNTS

- _____ ○○○○○
- _____ ○○○○○
- _____ ○○○○○
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- _____ ○○○○○
- _____ ○○○○○

HEALTH

- ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
- ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

- ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
- ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PLASM

- ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
- ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

SYNERGY

- 10 _____ ○
- 9 _____ ○
- 8 _____ ○
- 7 _____ ○
- 6 _____ ○
- 5 _____ ○
- 4 _____ ○
- 3 _____ ○
- 2 _____ ○
- 1 _____ ○

Size: _____
Defense: _____
Initiative Mod: _____
Speed: _____
Armor: _____
Beats: ☐ ☐ ☐ ☐ ☐
Experience: _____

WEAPONS

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 10 •
Health = Stamina + Size • Willpower = Resolve + Composure •
Size = 5 for adult humans • Defense = Lower of Dexterity or
Wits + Athletics • Initiative Mod = Dexterity + Composure •
Speed = Strength + Dexterity +5