

MEDIUMS

SPEAKERS WITH THE DEAD

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Motivation:
Affiliation:
Type:

Attributes

Physical		Social		Mental	
Strength	_____00000	Charisma	_____00000	Perception	_____00000
Dexterity	_____00000	Manipulation	_____00000	Intelligence	_____00000
Stamina	_____00000	Appearance	_____00000	Wits	_____00000

Abilities

Talents		Skills		Knowledges	
Alertness	_____00000	Body Reading	_____00000	Bureaucracy	_____00000
Athletics	_____00000	Crafts	_____00000	Computer	_____00000
Brawl	_____00000	Drive	_____00000	Enigmas	_____00000
Dodge	_____00000	Etiquette	_____00000	Investigation	_____00000
Empathy	_____00000	Firearms	_____00000	Law	_____00000
Expression	_____00000	Leadership	_____00000	Linguistics	_____00000
Intimidation	_____00000	Melee	_____00000	Medicine	_____00000
Spiritual Awareness	_____00000	Stealth	_____00000	Occult	_____00000
Streetwise	_____00000	Survival	_____00000	Politics	_____00000
Subterfuge	_____00000	Technology	_____00000	Science	_____00000

Advantages

Numina		Backgrounds		Other Traits	
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Other Traits

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

Willpower

0	0	0	0	0	0	0	0	0	0
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Faith

0	0	0	0	0	0	0	0	0	0
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

Experience

MEDIUMS

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Other Traits

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

Special Rituals

Name	Level
_____	_____
_____	_____
_____	_____
_____	_____

Experience

TOTAL:

Gained From: _____

Derangements

Total Spent: _____

Spent On: _____

Languages

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Conceal	Pathos

Armor

Class: _____

Rating: _____

Penalty: _____

Description: _____

MEDIUMS

SPEAKERS WITH THE DEAD

Expanded Backgrounds

Allies

Resources

Contacts

Sidekicks

Eidolon

Status

Mentor

Talismans

Personal Library

Other()

Possessions

Gear(Carried)

Equipment(Owned)

Vehicles

Misc

Homebase

Location

Description

MEDIUMS

SPEAKERS WITH THE DEAD

History

Description

Age: _____

Apparent Age: _____

Date of Birth: _____

Hair: _____

Eyes: _____

Race: _____

Nationality: _____

Height: _____

Weight: _____

Sex: _____

Visuals

Group Chart

Character Sketch

