

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 |

Merits & Flaws

| Merit | Cost |
|-------|-------|
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| Flaw | Bonus |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

Willpower

Faith

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
