

# MEDIUMS

SPEAKERS WITH THE DEAD

Name: \_\_\_\_\_ Nature: \_\_\_\_\_ Motivation: \_\_\_\_\_  
 Player: \_\_\_\_\_ Demeanor: \_\_\_\_\_ Affiliation: \_\_\_\_\_  
 Chronicle: \_\_\_\_\_ Concept: \_\_\_\_\_ 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

Backgrounds		Other Traits		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

\_\_\_\_\_