

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

Backgrounds		Other Traits		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

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Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus

Affiliation Information

Special Rituals

Name	Level

Experience

TOTAL:

Gained From: _____

Derangements

Languages

Total Spent: _____

Spent On: _____

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

