

Name: \_\_\_\_\_

Profession: \_\_\_\_\_

Lost Soul Type: Mortal Medium

# Lost Souls

Medium Character Sheet

<b>Defense</b> (Agility + Stamina) / 2	
<b>Will To Live</b> (Fate + Stamina)	
<b>Wounds</b>	OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
<b>Karma</b>	

Attune Supernatural Power	Uses	Times Used
0		
1-2		
3-4		
5-6		
7-8		
9-10		
11-12		
13-14		
15-16		
17-18		
19-20		
21-22		
23-24		
25+		

**Attunement**

**Credibility**

- |                           |                        |                         |                      |                        |                       |
|---------------------------|------------------------|-------------------------|----------------------|------------------------|-----------------------|
| <b>Agility</b> _____      | <b>Alertness</b> _____ | <b>Charm</b> _____      | <b>Cunning</b> _____ | <b>Dexterity</b> _____ | <b>Fate</b> _____     |
| Dodge _____               | Empathy _____          | Bargain _____           | Conceal _____        | Aim _____              | Artistry _____        |
| Jump _____                | Listen _____           | Entertain _____         | Disguise _____       | Filch _____            | Danger Sense _____    |
| Quickness _____           | Search _____           | Interrogate _____       | Lie _____            | Forgery _____          | Faith Heal _____      |
| Stealth _____             | Track _____            | Persuade _____          | Mimic _____          | Unlock _____           | Occult _____          |
|                           |                        |                         |                      |                        |                       |
| <b>Intelligence</b> _____ | <b>Knowledge</b> _____ | <b>Mechanical</b> _____ | <b>Nature</b> _____  | <b>Stamina</b> _____   | <b>Strength</b> _____ |
| Medical _____             | Customs _____          | Drive _____             | Animals _____        | Athletics _____        | Brawling _____        |
| Memory _____              | Folklore _____         | Electronics _____       | Caves _____          | Run _____              | Bully _____           |
| Sanity _____              | Languages _____        | Repair _____            | Direction _____      | Swimming _____         | Climb _____           |
| Science _____             | Religion _____         | Traps _____             | Tame _____           | Will _____             | Ride _____            |

Roll	Cata	Pathetic	Feeble	Inferior	Poor	Passable	Good	Great	Superior	Awesome
1	1-30	31-56	57-73	74-86	87-95	96-97	98	99	00	-
2	1-20	21-48	49-66	67-80	81-90	91-93	94-96	97-98	99	00
3	1-15	16-39	40-59	60-74	75-85	86-90	91-94	95-97	98-99	00
4	1-12	13-29	30-52	53-68	69-80	81-87	88-93	94-97	98-99	00
5	1-10	11-24	25-45	46-62	63-75	76-84	85-91	92-96	97-99	00
6	1-9	10-22	23-36	37-56	57-70	71-80	81-88	89-94	95-98	99-00
7	1-8	9-19	20-32	33-50	51-65	66-76	77-85	86-92	93-97	98-00
8	1-7	8-17	18-29	30-43	44-60	61-72	73-82	83-90	91-96	97-00
9	1-6	7-15	16-26	27-39	40-55	56-68	69-79	80-88	89-95	96-00
10	1-6	7-14	15-24	25-36	37-50	51-64	65-76	77-86	87-94	95-00
11	1-5	6-12	13-21	22-32	33-46	47-61	62-75	76-86	87-94	95-00
12	1-5	6-11	12-19	20-29	30-42	43-58	59-73	74-84	85-93	94-00
13	1-4	5-10	11-17	18-26	27-38	39-55	56-71	72-83	84-93	94-00
14	1-4	5-9	10-16	17-24	25-35	36-51	52-69	70-82	83-93	94-00
15	1-3	4-8	9-15	16-22	23-32	33-47	48-66	67-80	81-92	93-00
16	1-3	4-7	8-13	14-20	21-29	30-43	44-63	64-78	79-91	92-00
17	1-3	4-7	8-12	13-18	19-26	27-39	40-55	56-76	77-90	91-00
18	1-2	3-5	6-10	11-16	17-23	24-35	36-50	51-72	73-89	90-00
19	1-2	3-4	5-8	9-13	14-20	21-31	32-45	46-68	69-87	88-00
20	1	2-3	4-6	7-11	12-17	18-27	28-40	41-61	62-85	86-00
21	1	2	3-5	6-9	10-14	15-23	24-35	36-56	57-82	83-00
22	1	2	3-4	5-7	8-11	12-19	20-30	31-50	51-78	79-00
23	-	1	2-3	4-5	6-8	9-16	17-26	27-45	46-71	72-00
24	-	-	1	2-3	4-5	6-12	13-22	23-40	41-66	67-00
25	-	-	-	1	2	3-9	10-18	19-36	37-61	62-00

**Gear**

At Hand \_\_\_\_\_

\_\_\_\_\_

Worn \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Carrying Capacity \_\_\_\_\_ (Strength / 4)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Appearance

Sex

Age

Height

Weight

Eye Color

Hair Color

Hair Style

Key Feature

Traits (2)

Consistency: Material

Mindset:

## Character Sketch

## Relationships

Character

Relationship

## Background

Lifeline (6)