NAME

PROFESSION

PARANORMAL SOCIETY

RANK INCOME

LUCK SIZE /

ATTRIBUTES

BRAWN	
AGILITY	
STAMINA	
REASONING	
PERCEPTION	
WILL	

LEGENDARY
HEROIC
SUPERB
GREAT
GOOD
FAIR
MEDIOCRE
POOR
TERRIBLE

GIFTS

FAULTS

GEAR

	WEAPON STRENGTH
BRAWN	

PSYCHIC ABILITIES

PSYCHIC DISCIPLINE:

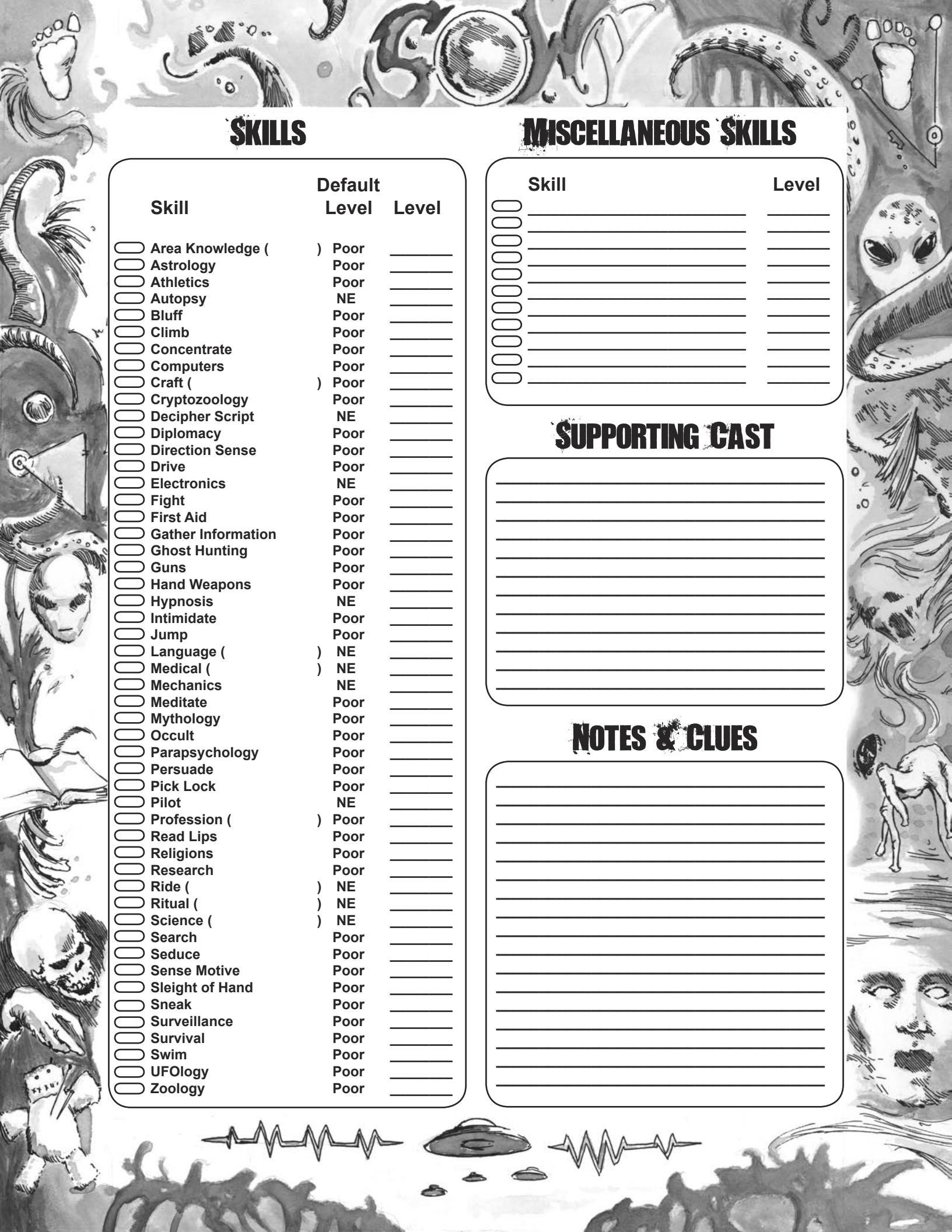
PSYCHIC GIFTS:

PSYCHIC DISCIPLINE:

PSYCHIC GIFTS:

WOUND LEVEL TRACK

	1-2	3-4	5-6	7-8	9+
LEVEL	SCRATCHED	HURT	VERY HURT	INCAPACITATED	NEAR DEATH
PENALTY		-1	-2		
AVAILABILITY	☐☐☐☐	☐☐	☐☐	☐	☐



Skills

Skill	Default Level	Level
Area Knowledge ( )	Poor	
Astrology	Poor	
Athletics	Poor	
Autopsy	NE	
Bluff	Poor	
Climb	Poor	
Concentrate	Poor	
Computers	Poor	
Craft ( )	Poor	
Cryptozoology	Poor	
Decipher Script	NE	
Diplomacy	Poor	
Direction Sense	Poor	
Drive	Poor	
Electronics	NE	
Fight	Poor	
First Aid	Poor	
Gather Information	Poor	
Ghost Hunting	Poor	
Guns	Poor	
Hand Weapons	Poor	
Hypnosis	NE	
Intimidate	Poor	
Jump	Poor	
Language ( )	NE	
Medical ( )	NE	
Mechanics	NE	
Meditate	Poor	
Mythology	Poor	
Occult	Poor	
Parapsychology	Poor	
Persuade	Poor	
Pick Lock	Poor	
Pilot	NE	
Profession ( )	Poor	
Read Lips	Poor	
Religions	Poor	
Research	Poor	
Ride ( )	NE	
Ritual ( )	NE	
Science ( )	NE	
Search	Poor	
Seduce	Poor	
Sense Motive	Poor	
Sleight of Hand	Poor	
Sneak	Poor	
Surveillance	Poor	
Survival	Poor	
Swim	Poor	
UFOlogy	Poor	
Zoology	Poor	

Miscellaneous Skills

Skill	Level

Supporting Cast

Notes & Clues