

# THE PLAYBOOKS

## THE MEDIUM

*Senses Things*



A chatty person sits in a room, surrounded by hand-sketched sigils, appearing to talk to themselves. "To whoever is there, I invite you to come forward... And then I kindly invite you to GET OUT so I can finally get some sleep!"

**Mediums are essential to our communication with the living. It is best to try and use the same Medium regularly because it can help strengthen your ability to communicate with them. If you need help connecting with a Medium, get in touch with the Ghostly Relations office.**

**- Handbook of the Recently Deceased, Chapter 1**

NAME \_\_\_\_\_

PRONOUNS \_\_\_\_\_

SCIENCE

WITS

VIGOUR

INTUITION

### Vibe

**Choose one (or more) or make up your own:**

flighty, grounded, technophobe, mysterious, matter-of-fact, warm, contrarian, haunted

### Moves

**Choose 2 of the following options:**

☐ **I Sense a Presence:** At any point, you may announce that you sense a presence and draw a paranormal card. Choose one of the events to encounter.

Roll +Intuition, on a 10+ you discover a Clue. On a 7-9, the encounter leaves you shaken. Mark a Personal Haunting, then take +1 to your next Discovery Move.

☐ **Friend to All:** Your presence is calming to ghosts. When you take the Ghostly Encounters Move, you may choose an additional outcome.

☐ **Tools of the Trade:** You have a tool that you use as part of your practice, like a crystal ball or a set of tarot cards. Add your tool to your Backpack. When you use this tool to gain advantage, do not mark it off.

# THE PLAYBOOKS

## Backpack

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## Conditions

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## Personal Hauntings

When you mark a Personal Haunting, do so in any order you wish, then do as instructed.

- ☐ **Ghost Therapist.** It's hard to get a moment of peace. Ghost problems become your problems. Tell the group what it's like to be constantly haunted, and then reduce your Wits by 1.
- ☐ **Premonitions of Death.** Narrate the premonitions you've been having that you believe are either about yourself or someone on the team. Take the condition "risk-averse."
- ☐ **New Talents.** Lately, a new ability has been making itself known to you sporadically. Narrate what that ability is. Then increase your Intuition by 1 (no maximum).
- ☐ **A Quiet Place.** Narrate a Scene describing the last time you had complete silence in your head.
- ☐ **Sense of Reality.** Narrate a time you mistook a ghost for a real person. Then reduce your Science by 1.