

SH-MAHARAT

"SHARPHORS OF THE CHAMBER"

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

Decree:
Judge:
Cult:

ATTRIBUTES

POWER	<input type="checkbox"/> Intelligence	00000	<input type="checkbox"/> Strength	00000	<input type="checkbox"/> Presence	00000
FINESSE	<input type="checkbox"/> Wits	00000	<input type="checkbox"/> Dexterity	00000	<input type="checkbox"/> Manipulation	00000
RESISTANCE	<input type="checkbox"/> Resolve	00000	<input type="checkbox"/> Stamina	00000	<input type="checkbox"/> Composure	00000

SKILLS

MENTAL

(-3 unskilled)

<input type="checkbox"/> Academics	00000
<input type="checkbox"/> Computer	00000
<input type="checkbox"/> Crafts	00000
<input type="checkbox"/> Investigation	00000
<input type="checkbox"/> Medicine	00000
<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Politics	00000
<input type="checkbox"/> Science	00000

PHYSICAL

(-1 unskilled)

<input type="checkbox"/> Athletics	00000
<input type="checkbox"/> Brawl	00000
<input type="checkbox"/> Drive	00000
<input type="checkbox"/> Firearms	00000
<input type="checkbox"/> Larceny	00000
<input type="checkbox"/> Stealth	00000
<input type="checkbox"/> Survival	00000
<input type="checkbox"/> Weaponry	00000

SOCIAL

(-1 unskilled)

<input type="checkbox"/> Animal Ken	00000
<input type="checkbox"/> Empathy	00000
<input type="checkbox"/> Expression	00000
<input type="checkbox"/> Intimidation	00000
<input type="checkbox"/> Persuasion	00000
<input type="checkbox"/> Socialize	00000
<input type="checkbox"/> Streetwise	00000
<input type="checkbox"/> Subterfuge	00000

OTHER TRAITS

MERITS

<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000
<input type="checkbox"/>	00000

FLAWS

PILLARS

Ab	00000
Ba	00000
Ha	00000
Ren	00000
Sheut	00000

AFFINITIES

HEALTH

00000000000000
□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□

SEKHEM

0000000000

MEMORY

10	_____	0
9	_____	0
8	_____	0
7	_____	0
6	_____	0
5	_____	0
4	_____	0
3	_____	0
2	_____	0
1	_____	0

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Experience: _____

UTTERANCES

SW-MISSION

"SHEPHERDS OF THE CHAMBER"

CULT

Leader: _____
 Grasp: _____
 Reach: _____

Benefits: _____

VESSELS

Name: _____
 Type: _____ Dice Pool: _____
 Description: _____

Name: _____
 Type: _____ Dice Pool: _____
 Description: _____

Name: _____
 Type: _____ Dice Pool: _____
 Description: _____

Name: _____
 Type: _____ Dice Pool: _____
 Description: _____

TOMB

Endowments: _____

 Drawbacks: _____

 Relics: _____
 Lifeweb: _____
 Notes: _____

EXPERIENCE

TOTAL:

Sebayt Experience: _____
 Total Spent: _____
 Spent On: _____

 Experience Remaining: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Size	Strength	Cost

Armor

Rating: _____
 Strength: _____
 Defense: _____
 Speed: _____
 Description: _____

SW-MISSION

"SHEPHERDS OF THE CHAMBER"

EXPANDED MERITS

ALLIES

RETAINER

CONTACTS

STATUS

MENTOR

WITNESSES

RESOURCES

OTHER(_____)

EQUIPMENT

Name	Durability	Structure	Size	Cost	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

EXPANDED AFFINITIES

Name	Pre-requisites	Cost	Book/Page	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

EXPANDED UTTERANCES

Name	Pre-requisites	Cost	Book/Page	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

THE FOUR JARS

ORGAN	LOCATION
_____	_____
_____	_____
_____	_____

