

# MMA-KEP

SHADOW OF PILLARS

NAME: \_\_\_\_\_

PLAYER: \_\_\_\_\_

CHRONICLE: \_\_\_\_\_

CONCEPT: \_\_\_\_\_

DECREE: \_\_\_\_\_

JUDGE: \_\_\_\_\_

BALANCE: \_\_\_\_\_

BURDEN: \_\_\_\_\_

CULT: \_\_\_\_\_

MERET NAME: \_\_\_\_\_

## ATTRIBUTES

<b>POWER</b>	<input type="checkbox"/> Intelligence	00000	<input type="checkbox"/> Strength	00000	<input type="checkbox"/> Presence	00000
<b>FINESSE</b>	<input type="checkbox"/> Wits	00000	<input type="checkbox"/> Dexterity	00000	<input type="checkbox"/> Manipulation	00000
<b>RESISTANCE</b>	<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"/> Sealth	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

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

### PILLARS

Ab	00000	□□□□□
Ba	00000	□□□□□
Ka	00000	□□□□□
Ren	00000	□□□□□
Sheut	00000	□□□□□

### AFFINITIES

_____
_____
_____
_____
_____
_____
_____
_____

### UTTERANCES

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000

### HEALTH

0000000000000000  
 □□□□□□□□□□□□□□

### WILLPOWER

0000000000  
 □□□□□□□□□□

### SEKHEM

0000000000

### MEMORY

0000000000

### TOUCHSTONES

_____
_____
_____

### ASPIRATIONS

_____
_____
_____

### CONDITIONS

_____
_____
_____
_____

Size: \_\_\_\_\_ Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_ Armor: \_\_\_\_\_  
 Initiative Mod: \_\_\_\_\_  
 Beats: □ □ □ □ □  
 Experiences: \_\_\_\_\_  
 Reminiscence Beats: □ □ □ □ □  
 Reminiscence Experiences: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (3 Specialties) • Merits 10 •  
 Health = Stamina + Size • Willpower = Resolve + Composure •  
 Size = 5 for adult human • Defense = Lower of Dexterity or  
 Wits + Athletics • Initiative Mod = Dex + Composure •  
 Speed = Strength + Dexterity + 5