

Mummy

the
CURSE

SECOND EDITION

NAME: _____
 CHRONICLE: _____
 GUILD: _____
 BALANCE: _____
 JUDGE: _____

PLAYER: _____
 CONCEPT: _____
 DECREE: _____
 BURDEN: _____
 MERET NAME: _____

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)

- Academics _____ 00000
- Computer _____ 00000
- Crafts _____ 00000
- Investigation _____ 00000
- Medicine _____ 00000
- Occult _____ 00000
- Politics _____ 00000
- Science _____ 00000

PHYSICAL

(-1 unskilled)

- Athletics _____ 00000
- Brawl _____ 00000
- Drive _____ 00000
- Firearms _____ 00000
- Larceny _____ 00000
- Sealth _____ 00000
- Survival _____ 00000
- Weaponry _____ 00000

SOCIAL

(-1 unskilled)

- Animal Ken _____ 00000
- Empathy _____ 00000
- Expression _____ 00000
- Intimidation _____ 00000
- Persuasion _____ 00000
- Socialize _____ 00000
- Streetwise _____ 00000
- 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

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