

MESHA-NEBU

BORN OF GOLD

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

DECREE: _____

JUDGE: _____

BALANCE: _____

BURDEN: _____

CULT: _____

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)

| | |
|--|-------|
| <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 |

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: _____

Reminisc Beats:

Reminisc 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

