Mummy the Curse
Second Edition

NAME: _____ PLAYER: _____
CHRONICLE: _____ CONCEPT: _____
GUILD: _____ DECREE: _____
BALANCE: _____ BURDEN: _____
JUDGE: _____ MERET NAME: _____

ATTRIBUTES

POWER	☐ Intelligence ●○○○○○○○○○	☐ Strength ●○○○○○○○○○	☐ Presence ●○○○○○○○○○
FINESSE	☐ Wits ●○○○○○○○○○	☐ Dexterity ●○○○○○○○○○	☐ Manipulation ●○○○○○○○○○
RESISTANCE	☐ Resolve ●○○○○○○○○○	☐ Stamina ●○○○○○○○○○	☐ Composure ●○○○○○○○○○

SKILLS

MENTAL
(–3 unskilled)

- ☐ Academics ____ ○○○○○○○○○○
- ☐ Computer ____ ○○○○○○○○○○
- ☐ Crafts ____ ○○○○○○○○○○
- ☐ Investigation ____ ○○○○○○○○○○
- ☐ Medicine ____ ○○○○○○○○○○
- ☐ Occult ____ ○○○○○○○○○○
- ☐ Politics ____ ○○○○○○○○○○
- ☐ Science ____ ○○○○○○○○○○

PHYSICAL
(–1 unskilled)

- ☐ Athletics ____ ○○○○○○○○○○
- ☐ Brawl ____ ○○○○○○○○○○
- ☐ Drive ____ ○○○○○○○○○○
- ☐ Firearms ____ ○○○○○○○○○○
- ☐ Larceny ____ ○○○○○○○○○○
- ☐ Sealth ____ ○○○○○○○○○○
- ☐ Survival ____ ○○○○○○○○○○
- ☐ Weaponry ____ ○○○○○○○○○○

SOCIAL
(–1 unskilled)

- ☐ Animal Ken ____ ○○○○○○○○○○
- ☐ Empathy ____ ○○○○○○○○○○
- ☐ Expression ____ ○○○○○○○○○○
- ☐ Intimidation ____ ○○○○○○○○○○
- ☐ Persuasion ____ ○○○○○○○○○○
- ☐ Socialize ____ ○○○○○○○○○○
- ☐ Streetwise ____ ○○○○○○○○○○
- ☐ Subterfuge ____ ○○○○○○○○○○

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

OTHER TRAITS

MERITS

- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○
- ____ ○○○○○○○○○○

PILLARS

- Ab ____ ○○○○○ / ☐☐☐☐☐
- Ba ____ ○○○○○ / ☐☐☐☐☐
- Ka ____ ○○○○○ / ☐☐☐☐☐
- Ren ____ ○○○○○ / ☐☐☐☐☐
- Sheut ____ ○○○○○ / ☐☐☐☐☐

AFFINITIES

_____
_____
_____
_____
_____
_____
_____

UTTERANCES

- ____ ○○○
- ____ ○○○
- ____ ○○○
- ____ ○○○
- ____ ○○○
- ____ ○○○
- ____ ○○○

HEALTH

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

WILLPOWER

____ Max ____ Remaining

SEKHEM

○○○○○○○○○○

MEMORY

○○○○○○○○○○

TOUCHSTONES

_____
_____
_____

ASPIRATIONS

_____
_____
_____
_____

CONDITIONS

_____
_____
_____
_____

Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: ☐ ☐ ☐ ☐ ☐
Experiences: _____
Reminisce Beats: ☐ ☐ ☐ ☐ ☐
Reminisce Experiences: _____

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OTHER TRAITS

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

CULT

Name: _____
Type: _____
Virtue: _____ Vice: _____
Doctrines:
_____
_____
_____

Fidelity
OOOOOOOOOOOOOOOO
□□□□□□□□□□□□□□□□

Reach
OOOOOOOOOO

Grasp
OOOOOOOOOO

Dominance
OOOOOOOOOO

Merits
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

Cult Beats: □ □ □ □ □
Cult Experiences: _____

TOMB

Geometry
OOOOO

Perils
OOOOOOOOOO

Provisions
OOOOOOOOOO

Harmonic Centerpiece:
_____
_____

Description: _____
_____
_____
_____
_____
_____
_____

VESTIGES

Name: _____
Rating: OOOOO
Virtue: _____ Vice: _____
Size: _____ Durability: _____
Structure: _____
Powers: _____
_____
_____
Curses: _____
_____
_____

Name: _____
Rating: OOOOO
Virtue: _____ Vice: _____
Size: _____ Durability: _____
Structure: _____
Powers: _____
_____
_____
Curses: _____
_____
_____

Name: _____
Rating: OOOOO
Virtue: _____ Vice: _____
Size: _____ Durability: _____
Structure: _____
Powers: _____
_____
_____
Curses: _____
_____
_____

RELICS

Name: _____
Rating: OOOOO
Size: _____ Durability: _____
Structure: _____
Powers: _____
_____
_____
_____
Curses: _____
_____
_____

Name: _____
Rating: OOOOO
Size: _____ Durability: _____
Structure: _____
Powers: _____
_____
_____
_____
Curses: _____
_____
_____

Name: _____
Rating: OOOOO
Size: _____ Durability: _____
Structure: _____
Powers: _____
_____
_____
_____
Curses: _____
_____
_____

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size

NOTES

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

MENTOR

STATUS

OTHER (_____)

OTHER (_____)

POSSESSIONS

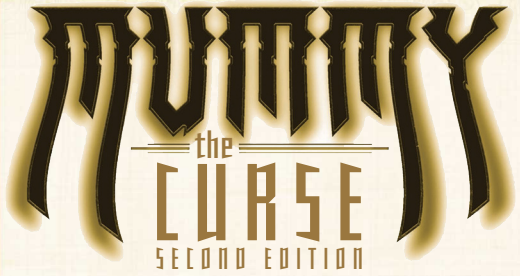
GEAR (CARRIED)

EQUIPMENT (OWNED)

VEHICLES

MISC

Item	Durability	Structure	Size	Cost	Notes



CONCEPT

KEY MEMORIES

DESCRIPTION

Iremic Identity:

Resonant Lifetime:

Apparent Age:

Hair:

Eyes:

Height:

Weight:

Gender:

VISUALS

GROUP CHART

CHARACTER SKETCH