

SESHU-HEBSU

TESTIMONY TO AGES

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
_____	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

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TESTIMONY TO AGES

CONCEPT

KEY MEMORIES

DESCRIPTION

Iremic Identity: _____

Resonant Lifetime: _____

Apparent Age: _____

Hair: _____

Eyes: _____

Height: _____

Weight: _____

Gender: _____

VISUALS

GROUP CHART

CHARACTER SKETCH