

Mummy

the CURSE

SECOND EDITION

NAME: _____
 CHRONICLE: _____
 VIRTUE: _____
 TYPE: _____
 INVESTMENT: _____

PLAYER: _____
 CONCEPT: _____
 VICE: _____
 CURSE: _____
 MASTER: _____

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
 Stealth _____ 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

UTTERANCES

_____ 000
 _____ 000
 _____ 000

UTES

	Closed	Open
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>

ASPECTS

AFFINITIES

HEALTH

0000000000000000
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WILLPOWER

0000000000
 □□□□□□□□□□

INTEGRITY

0000000000

SEKHEM

0 0 0 0 0 0

PILLAR POINTS

0 0 0 0 0 0

TOUCHSTONES

ASPIRATIONS

CONDITIONS

Size: _____ Speed: _____
 Defense: _____ Armor: _____
 Initiative Mod: _____
 Beats: □ □ □ □ □
 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