

# Mummy

second edition

CURRENT NAME:

NATURE:

OCCUPATION:

KNOWN NAME:

DEMEANOR:

YEAR OF BIRTH:

TRUE NAME:

CONCEPT:

FIRST DEATH:

## ATTRIBUTES

### PHYSICAL

Strength\_\_\_\_\_0000000000  
 Dexterity\_\_\_\_\_0000000000  
 Stamina\_\_\_\_\_0000000000

### SOCIAL

Charisma\_\_\_\_\_0000000000  
 Manipulation\_\_\_\_\_0000000000  
 Appearance\_\_\_\_\_0000000000

### MENTAL

Perception\_\_\_\_\_0000000000  
 Intelligence\_\_\_\_\_0000000000  
 Wits\_\_\_\_\_0000000000

## ABILITIES

### TALENTS

Alertness\_\_\_\_\_0000000000  
 Athletics\_\_\_\_\_0000000000  
 Awareness\_\_\_\_\_0000000000  
 Brawl\_\_\_\_\_0000000000  
 Dodge\_\_\_\_\_0000000000  
 Empathy\_\_\_\_\_0000000000  
 Expression\_\_\_\_\_0000000000  
 Intimidation\_\_\_\_\_0000000000  
 Streetwise\_\_\_\_\_0000000000  
 Subterfuge\_\_\_\_\_0000000000

### SKILLS

Drive\_\_\_\_\_0000000000  
 Etiquette\_\_\_\_\_0000000000  
 Firearms\_\_\_\_\_0000000000  
 Leadership\_\_\_\_\_0000000000  
 Meditation\_\_\_\_\_0000000000  
 Melee\_\_\_\_\_0000000000  
 Performance\_\_\_\_\_0000000000  
 Security\_\_\_\_\_0000000000  
 Stealth\_\_\_\_\_0000000000  
 Survival\_\_\_\_\_0000000000

### KNOWLEDGES

Computer\_\_\_\_\_0000000000  
 Cosmology\_\_\_\_\_0000000000  
 Enigmas\_\_\_\_\_0000000000  
 Finance\_\_\_\_\_0000000000  
 Investigation\_\_\_\_\_0000000000  
 Law\_\_\_\_\_0000000000  
 Linguistics\_\_\_\_\_0000000000  
 Medicine\_\_\_\_\_0000000000  
 Occult\_\_\_\_\_0000000000  
 Science\_\_\_\_\_0000000000

## ADVANTAGES

### HEKAU PATHS

Alchemy\_\_\_\_\_0000000000  
 Amulets\_\_\_\_\_0000000000  
 Celestial\_\_\_\_\_0000000000  
 Necromancy\_\_\_\_\_0000000000  
 Ren-hekau\_\_\_\_\_0000000000  
 Ushabti\_\_\_\_\_0000000000

### BACKGROUNDS

\_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000

### VIRTUES

Memory\_\_\_\_\_00000  
 Integrity\_\_\_\_\_00000  
 Joy\_\_\_\_\_00000

### OTHER TRAITS

\_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
 \_\_\_\_\_0000000000  
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 \_\_\_\_\_0000000000

### HUMANITY

0 0 0 0 0 0 0 0 0 0 0

### WILLPOWER

0 0 0 0 0 0 0 0 0 0

### SEKHEM

0 0 0 0 0 0 0 0 0 0

### BA

### KA

### HEALTH

Bruised   
 Hurt   
 Injured   
 Wounded   
 Mauled   
 Crippled   
 Incapacitated

### EXPERIENCE