

Mummy

second edition

CURRENT NAME:

NATURE:

OCCUPATION:

KNOWN NAME:

DEMEANOR:

YEAR OF BIRTH:

TRUE NAME:

CONCEPT:

FIRST DEATH:

ATTRIBUTES

PHYSICAL

SOCIAL

MENTAL

Strength _____	00000	Charisma _____	00000	Perception _____	00000
Dexterity _____	00000	Manipulation _____	00000	Intelligence _____	00000
Stamina _____	00000	Appearance _____	00000	Wits _____	00000

ABILITIES

TALENTS

SKILLS

KNOWLEDGES

Alertness _____	00000	Drive _____	00000	Computer _____	00000
Athletics _____	00000	Etiquette _____	00000	Cosmology _____	00000
Awareness _____	00000	Firearms _____	00000	Enigmas _____	00000
Brawl _____	00000	Leadership _____	00000	Finance _____	00000
Dodge _____	00000	Meditation _____	00000	Investigation _____	00000
Empathy _____	00000	Melee _____	00000	Law _____	00000
Expression _____	00000	Performance _____	00000	Linguistics _____	00000
Intimidation _____	00000	Security _____	00000	Medicine _____	00000
Streetwise _____	00000	Stealth _____	00000	Occult _____	00000
Subterfuge _____	00000	Survival _____	00000	Science _____	00000

ADVANTAGES

HEKAU PATHS

BACKGROUNDS

VIRTUES

Alchemy _____	00000	_____	00000	Memory _____	00000
Amulets _____	00000	_____	00000	Integrity _____	00000
Celestial _____	00000	_____	00000	Joy _____	00000
Necromancy _____	00000	_____	00000		
Ren-hekau _____	00000	_____	00000		
Ushabti _____	00000	_____	00000		

OTHER TRAITS

HUMANITY

HEALTH

_____	00000	0 0 0 0 0 0 0 0 0 0	Bruised		<input type="checkbox"/>
_____	00000		Hurt	-1	<input type="checkbox"/>
_____	00000		Injured	-1	<input type="checkbox"/>
_____	00000		Wounded	-2	<input type="checkbox"/>
_____	00000		Mauled	-2	<input type="checkbox"/>
_____	00000		Crippled	-5	<input type="checkbox"/>
_____	00000		Incapacitated		<input type="checkbox"/>
_____	00000				
_____	00000				
_____	00000				
_____	00000				
_____	00000				
_____	00000				
_____	00000				
_____	00000				
_____	00000				

EXPERIENCE

Mummy

second edition

MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	BONUS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO	_____	OOOOO

SPELLS & RITUALS

NAME	TYPE	SEKHEM	LEVEL	NOTES
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

COMBAT

WEAPON/ATTACK	DIFF.	DAMAGE	RANGE	RATE	CLIP	CONCEAL

ARMOR

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

EXPANDED BACKGROUNDS

ALLIES

MENTOR

CONTACTS

NETERU

COMPANION

RESOURCES

LEGACY

OTHER (_____)

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

MYSTICAL ITEMS

MISC

TOMB

LOCATION

DESCRIPTION

