

Mummy

second edition

CURRENT NAME:
KNOWN NAME:
TRUE NAME:

CONCEPT:
NATURE:
DEMEANOR:

OCCUPATION:
YEAR OF BIRTH:
FIRST DEATH:

ATTRIBUTES

PHYSICAL

Strength _____ ●○○○○
Dexterity _____ ●○○○○
Stamina _____ ●○○○○

SOCIAL

Charisma _____ ●○○○○
Manipulation _____ ●○○○○
Appearance _____ ●○○○○

MENTAL

Perception _____ ●○○○○
Intelligence _____ ●○○○○
Wits _____ ●○○○○

ABILITIES

TALENTS

Alertness _____ ○○○○○
Athletics _____ ○○○○○
Awareness _____ ○○○○○
Brawl _____ ○○○○○
Dodge _____ ○○○○○
Empathy _____ ○○○○○
Expression _____ ○○○○○
Intimidation _____ ○○○○○
Streetwise _____ ○○○○○
Subterfuge _____ ○○○○○

SKILLS

Drive _____ ○○○○○
Etiquette _____ ○○○○○
Firearms _____ ○○○○○
Leadership _____ ○○○○○
Meditation _____ ○○○○○
Melee _____ ○○○○○
Performance _____ ○○○○○
Security _____ ○○○○○
Stealth _____ ○○○○○
Survival _____ ○○○○○

KNOWLEDGES

Computer _____ ○○○○○
Cosmology _____ ○○○○○
Enigmas _____ ○○○○○
Finance _____ ○○○○○
Investigation _____ ○○○○○
Law _____ ○○○○○
Linguistics _____ ○○○○○
Medicine _____ ○○○○○
Occult _____ ○○○○○
Science _____ ○○○○○

ADVANTAGES

HEKAU PATHS

Alchemy _____ ○○○○○
Amulets _____ ○○○○○
Celestial _____ ○○○○○
Necromancy _____ ○○○○○
Ren-hekau _____ ○○○○○
Ushabti _____ ○○○○○

BACKGROUNDS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

VIRTUES

Memory _____ ●○○○○
Integrity _____ ●○○○○
Joy _____ ●○○○○

OTHER TRAITS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

HUMANITY
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
SEKHEM
 ● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BA

KA

HEALTH

Bruised
Hurt (-1)
Injured (-1)
Wounded (-2)
Mauled (-2)
Crippled (-5)
Incapacitated

EXPERIENCE

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MERITS & FLAWS

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

SPELLS & RITUALS

SPELL OR RITUAL	SEKHEM	LEVEL	SPELL OR RITUAL	SEKHEM	LEVEL
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

DERANGEMENTS

DERANGEMENTS

COMBAT

WEAPON	DIFFICULTY	DAMAGE	RANGE	RATE	CONCEAL
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ARMOR

EXPANDED BACKGROUNDS

ALLIES

CONTACTS

COMPANION

LEGACY

OTHER

MENTOR

NETERU

RESOURCES

TOMB

OTHER

POSSESSIONS

GEAR (CARRIED)

MYSTICAL ITEMS

EQUIPMENT (OWNED)

MYSTICAL ITEMS

EXPERIENCE

TOTAL: _____

SPENT ON:

TOTAL SPENT: _____

COST:
