



# MUMMY

## The Resurrection

Name:

Nature:

Amenti:

Player:

Demeanor:

Hamartia:

Chronicle:

Concept:

Inheritance:

### ATTRIBUTES

#### PHYSICAL

Strength \_\_\_\_\_ 00000  
Dexterity \_\_\_\_\_ 00000  
Stamina \_\_\_\_\_ 00000

#### SOCIAL

Charisma \_\_\_\_\_ 00000  
Manipulation \_\_\_\_\_ 00000  
Appearance \_\_\_\_\_ 00000

#### MENTAL

Perception \_\_\_\_\_ 00000  
Intelligence \_\_\_\_\_ 00000  
Wits \_\_\_\_\_ 00000

### ABILITIES

#### TALENTS

Alertness \_\_\_\_\_ 00000  
Athletics \_\_\_\_\_ 00000  
Awareness \_\_\_\_\_ 00000  
Brawl \_\_\_\_\_ 00000  
Dodge \_\_\_\_\_ 00000  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Intuition \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Meditation \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Security \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000

#### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Bureaucracy \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Cosmology \_\_\_\_\_ 00000  
Enigmas \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Linguistics \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Research \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### HEKAU

Amulets \_\_\_\_\_ 00000  
Alchemy \_\_\_\_\_ 00000  
Celestial \_\_\_\_\_ 00000  
Effigy \_\_\_\_\_ 00000  
Necromancy \_\_\_\_\_ 00000  
Nomenclature \_\_\_\_\_ 00000

#### SPELLS/RITUALS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### OTHER TRAITS

\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### BALANCE

0 0 0 0 0 0 0 0 0 0

#### WILLPOWER

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

#### HEALTH

Bruised \_\_\_\_\_   
Hurt - 1 \_\_\_\_\_   
Injured - 1 \_\_\_\_\_   
Wounded - 2 \_\_\_\_\_   
Mauled - 2 \_\_\_\_\_   
Crippled - 5 \_\_\_\_\_   
Incapacitated \_\_\_\_\_   
Broken/Scorched \_\_\_\_\_   
Crushed/Burned \_\_\_\_\_   
Dismembered/Incinerated \_\_\_\_\_   
Pulverized/Cremated \_\_\_\_\_   
Dust/Ash \_\_\_\_\_

#### EXPERIENCE

#### SEKHEM

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

