



# MUMMY

## The Resurrection

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Amenti:  
Hamartia:  
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  
Empathy \_\_\_\_\_ 00000  
Expression \_\_\_\_\_ 00000  
Intimidation \_\_\_\_\_ 00000  
Leadership \_\_\_\_\_ 00000  
Streetwise \_\_\_\_\_ 00000  
Subterfuge \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### SKILLS

Animal Ken \_\_\_\_\_ 00000  
Crafts \_\_\_\_\_ 00000  
Drive \_\_\_\_\_ 00000  
Etiquette \_\_\_\_\_ 00000  
Firearms \_\_\_\_\_ 00000  
Larceny \_\_\_\_\_ 00000  
Melee \_\_\_\_\_ 00000  
Performance \_\_\_\_\_ 00000  
Stealth \_\_\_\_\_ 00000  
Survival \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 00000

#### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
Computer \_\_\_\_\_ 00000  
Finance \_\_\_\_\_ 00000  
Investigation \_\_\_\_\_ 00000  
Law \_\_\_\_\_ 00000  
Medicine \_\_\_\_\_ 00000  
Occult \_\_\_\_\_ 00000  
Politics \_\_\_\_\_ 00000  
Science \_\_\_\_\_ 00000  
Technology \_\_\_\_\_ 00000  
\_\_\_\_\_ 00000  
\_\_\_\_\_ 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  
□ □ □ □ □ □ □ □ □ □

