

Victorian Age Mummy

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Amenti:
Hamartia:
Inheritance:

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	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Crafts _____ 00000	Bureaucracy _____ 00000
Awareness _____ 00000	Drive _____ 00000	Cosmology _____ 00000
Brawl _____ 00000	Etiquette _____ 00000	Enigmas _____ 00000
Dodge _____ 00000	Firearms _____ 00000	Finance _____ 00000
Empathy _____ 00000	Melee _____ 00000	Investigation _____ 00000
Expression _____ 00000	Meditation _____ 00000	Law _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Linguistics _____ 00000
Intuition _____ 00000	Security _____ 00000	Medicine _____ 00000
Leadership _____ 00000	Stealth _____ 00000	Occult _____ 00000
Streetwise _____ 00000	Survival _____ 00000	Research _____ 00000
Subterfuge _____ 00000	Technology _____ 00000	Science _____ 00000

ADVANTAGES

Backgrounds	Hekau	Other Traits
_____ 00000	Amulets _____ 00000	_____ 00000
_____ 00000	Alchemy _____ 00000	_____ 00000
_____ 00000	Celestial _____ 00000	_____ 00000
_____ 00000	Effigy _____ 00000	_____ 00000
_____ 00000	Necromancy _____ 00000	_____ 00000
_____ 00000	Nomenclature _____ 00000	_____ 00000

Merits & Flaws

Merit	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
Flaw	Bonus
_____	_____
_____	_____
_____	_____
_____	_____

Balance

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
□ □ □ □ □ □ □ □ □ □
Experience
<input style="width: 100px; height: 20px;" type="text"/>

Health

Bruised		<input type="checkbox"/>
Hurt	- 1	<input type="checkbox"/>
Injured	- 1	<input type="checkbox"/>
Wounded	- 2	<input type="checkbox"/>
Mauled	- 2	<input type="checkbox"/>
Crippled	- 5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>
Broken/Scorched		<input type="checkbox"/>
Crushed/Burned		<input type="checkbox"/>
Dismembered/Incinerated		<input type="checkbox"/>
Pulverized/Cremated		<input type="checkbox"/>
Dust/Ash		<input type="checkbox"/>