



# MUMMY

## The Resurrection

Name:

Nature:

Amenti:

Player:

Demeanor:

Hamartia:

Chronicle:

Concept:

Inheritance:

### ATTRIBUTES

#### PHYSICAL

Strength\_\_\_\_\_0000000000  
Dexterity\_\_\_\_\_0000000000  
Stamina\_\_\_\_\_0000000000

#### SOCIAL

Charisma\_\_\_\_\_0000000000  
Manipulation\_\_\_\_\_0000000000  
Appearance\_\_\_\_\_0000000000

#### MENTAL

Perception\_\_\_\_\_0000000000  
Intelligence\_\_\_\_\_0000000000  
Wits\_\_\_\_\_0000000000

### ABILITIES

#### TALENTS

Alertness\_\_\_\_\_0000000000  
Art\_\_\_\_\_0000000000  
Athletics\_\_\_\_\_0000000000  
Awareness\_\_\_\_\_0000000000  
Brawl\_\_\_\_\_0000000000  
Empathy\_\_\_\_\_0000000000  
Expression\_\_\_\_\_0000000000  
Intimidation\_\_\_\_\_0000000000  
Leadership\_\_\_\_\_0000000000  
Streetwise\_\_\_\_\_0000000000  
Subterfuge\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

#### SKILLS

Crafts\_\_\_\_\_0000000000  
Divination\_\_\_\_\_0000000000  
Drive\_\_\_\_\_0000000000  
Etiquette\_\_\_\_\_0000000000  
Firearms\_\_\_\_\_0000000000  
Meditation\_\_\_\_\_0000000000  
Melee\_\_\_\_\_0000000000  
Research\_\_\_\_\_0000000000  
Stealth\_\_\_\_\_0000000000  
Survival\_\_\_\_\_0000000000  
Technology\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

#### KNOWLEDGES

Academics\_\_\_\_\_0000000000  
Computer\_\_\_\_\_0000000000  
Cosmology\_\_\_\_\_0000000000  
Enigmas\_\_\_\_\_0000000000  
Esoterica\_\_\_\_\_0000000000  
Investigation\_\_\_\_\_0000000000  
Law\_\_\_\_\_0000000000  
Medicine\_\_\_\_\_0000000000  
Occult\_\_\_\_\_0000000000  
Politics\_\_\_\_\_0000000000  
Science\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

### ADVANTAGES

#### BACKGROUNDS

\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

#### HEKAU

Amulets\_\_\_\_\_0000000000  
Alchemy\_\_\_\_\_0000000000  
Celestial\_\_\_\_\_0000000000  
Effigy\_\_\_\_\_0000000000  
Necromancy\_\_\_\_\_0000000000  
Nomenclature\_\_\_\_\_0000000000

#### SPELLS/RITUALS

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

#### OTHER TRAITS

\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000  
\_\_\_\_\_0000000000

#### 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  
□ □ □ □ □ □ □ □ □ □

