# THE PESEDJET

## THE EGYPTIAN GODS

Name | Calling | Role

Player | Nature | Band

## ATTRIBUTES

| Physical | | Social | | Mental | |
|---|---|---|---|---|---|
| Strength | ●○○○○○○○○ ☆ □□□□□□□□□ | Charisma | ●○○○○○○○○ ☆ □□□□□□□□□ | Perception | ●○○○○○○○○ ☆ □□□□□□□□□ |
| Dexterity | ●○○○○○○○○ ☆ □□□□□□□□□ | Manipulation | ●○○○○○○○○ ☆ □□□□□□□□□ | Intelligence | ●○○○○○○○○ ☆ □□□□□□□□□ |
| Stamina | ●○○○○○○○○ ☆ □□□□□□□□□ | Appearance | ●○○○○○○○○ ☆ □□□□□□□□□ | Wits | ●○○○○○○○○ ☆ □□□□□□□□□ |

## ABILITIES

| | | | | | |
|---|---|---|---|---|---|
| ☐ Academics | ○○○○○ | ☐ Craft | ○○○○○ | ☐ Melee | ○○○○○ |
| ☐ Animal Ken | ○○○○○ | ☐ _____ | ○○○○○ | ☐ Occult | ○○○○○ |
| ☐ Art | ○○○○○ | ☐ _____ | ○○○○○ | ☐ Politics | ○○○○○ |
| ☐ _____ | ○○○○○ | ☐ Empathy | ○○○○○ | ☐ Presence | ○○○○○ |
| ☐ Athletics | ○○○○○ | ☐ Fortitude | ○○○○○ | ☐ Science | ○○○○○ |
| ☐ Awareness | ○○○○○ | ☐ Integrity | ○○○○○ | ☐ _____ | ○○○○○ |
| ☐ Brawl | ○○○○○ | ☐ Investigation | ○○○○○ | ☐ _____ | ○○○○○ |
| ☐ Command | ○○○○○ | ☐ Larceny | ○○○○○ | ☐ Stealth | ○○○○○ |
| ☐ Control | ○○○○○ | ☐ Marksmanship | ○○○○○ | ☐ Survival | ○○○○○ |
| ☐ _____ | ○○○○○ | ☐ Medicine | ○○○○○ | ☐ Thrown | ○○○○○ |

## BIRTHRIGHTS

| | |
|---|---|
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |
| _____ | ○○○○○ |

## WEAPONS

| Weapon | SPD | ACC | DMG | DEF | RNG |
|---|---|---|---|---|---|
| _____ | ___ | ___ | ___ | ___ | ___ |
| _____ | ___ | ___ | ___ | ___ | ___ |
| _____ | ___ | ___ | ___ | ___ | ___ |
| _____ | ___ | ___ | ___ | ___ | ___ |
| _____ | ___ | ___ | ___ | ___ | ___ |

## BOONS

_____

_____

_____

_____

_____

_____

## WILLPOWER

○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□ □ □ □ □ □ □ □ □ □

## COMBAT

Dodge DV: _____

Parry DV: _____

Join Battle: _____

## VIRTUES

_____ ●○○○○ □□□□□

_____ ●○○○○ □□□□□

_____ ●○○○○ □□□□□

_____ ●○○○○ □□□□□

## KNACKS

_____

_____

_____

_____

_____

## SOAK

B____ L____ A____

## ARMOR

_____

B____ L____ A____

## LEGEND

●●○○○○○○○○○○ □□□□□□□□□□□□

Legend Points ____|____

## HEALTH

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 0 | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | |
| -1 | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | .. |
| -1 | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | .. |
| -2 | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | .. |
| -2 | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | .. |
| -4 | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | |
| I | ☐ | | | | | | | |

## MOVEMENT

| Move | Dash | Jump |
|---|---|---|
| _____ | _____ | _____ |

## Experience

| Total | Spent | Remaining |
|---|---|---|
| _____ | _____ | _____ |