

SESHU-MESU

TESTIMONY TO AGES

NAME: _____
CHRONICLE: _____
DECREE: _____
BALANCE: _____
CULT: _____

PLAYER: _____
CONCEPT: _____
JUDGE: _____
BURDEN: _____
MERET NAME: _____

ATTRIBUTES

POWER	☐ Intelligence	00000	☐ Strength	00000	☐ Presence	00000
FINESSE	☐ Wits	00000	☐ Dexterity	00000	☐ Manipulation	00000
RESISTANCE	☐ Resolve	00000	☐ Stamina	00000	☐ Composure	00000

SKILLS

MENTAL

(-3 unskilled)

☐ Academics	00000
☐ Computer	00000
☐ Crafts	00000
☐ Investigation	00000
☐ Medicine	00000
☐ Occult	00000
☐ Politics	00000
☐ Science	00000

PHYSICAL

(-1 unskilled)

☐ Athletics	00000
☐ Brawl	00000
☐ Drive	00000
☐ Firearms	00000
☐ Larceny	00000
☐ Stealth	00000
☐ Survival	00000
☐ Weaponry	00000

SOCIAL

(-1 unskilled)

☐ Animal Ken	00000
☐ Empathy	00000
☐ Expression	00000
☐ Intimidation	00000
☐ Persuasion	00000
☐ Socialize	00000
☐ Streetwise	00000
☐ Subterfuge	00000

OTHER TRAITS

MERITS

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

PILLARS

Ab	00000
Ba	00000
Ka	00000
Ren	00000
Sheut	00000

AFFINITIES

UTTERANCES

_____	000
_____	000
_____	000
_____	000
_____	000
_____	000
_____	000

HEALTH

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

0000000000
□□□□□□□□□□

SEKHEM

0000000000

MEMORY

0000000000

TOUCHSTONES

ASPIRATIONS

CONDITIONS

Size: _____ Speed: _____
Defense: _____ Armor: _____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____
Reminisce Beats: □ □ □ □ □
Reminisce Experiences: _____

Attributes 5/4/3 • Skills 11/7/4 (3 Specialties) • Merits 10 •
Health = Stamina + Size • Willpower = Resolve + Composure •
Size = 5 for adult human • Defense = Lower of Dexterity or
Wits + Athletics • Initiative Mod = Dex + Composure •
Speed = Strength + Dexterity + 5