

MESSENEBU

BORN OF GOLD

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

MERITS

____ 00000
____ 00000
____ 00000
____ 00000
____ 00000
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____ 00000

PILLARS

Ab ____ 00000
Ba ____ 00000
Ka ____ 00000
Ren ____ 00000
Sheut ____ 00000

AFFINITIES

UTTERANCES

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____ 000
____ 000
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OTHER TRAITS

HEALTH

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WILLPOWER

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SEKHEM

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MEMORY

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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

MESSENEBU

BORN OF GOLD

CULT

Name: _____
Type: _____
Virtue: _____ Vice: _____
Doctrines: _____

Fidelity

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Reach

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Grasp

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Dominance

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Merits

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Cult Beats: □ □ □ □ □

Cult Experiences: _____

TOMB

Geometry

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Perils

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Provisions

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Harmonic Centerpiece: _____

Description: _____

OTHER TRAITS

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VESTIGES

Name: _____
Rating: 00000
Virtue: _____ Vice: _____
Size: _____ Durability: _____
Structure: _____
Powers: _____

Curses: _____

Name: _____
Rating: 00000
Virtue: _____ Vice: _____
Size: _____ Durability: _____
Structure: _____
Powers: _____

Curses: _____

Name: _____
Rating: 00000
Virtue: _____ Vice: _____
Size: _____ Durability: _____
Structure: _____
Powers: _____

Curses: _____

RELICS

Name: _____
Rating: 00000
Size: _____ Durability: _____
Structure: _____
Powers: _____

Curses: _____

Name: _____
Rating: 00000
Size: _____ Durability: _____
Structure: _____
Powers: _____

Curses: _____

Name: _____
Rating: 00000
Size: _____ Durability: _____
Structure: _____
Powers: _____

Curses: _____

COMBAT

Weapon/Attack	Damage	Range	Clip	Initiative	Strength	Size
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____