

# MMA-KEP

SHADOW OF PILLARS

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  
\_\_\_\_ 00000  
\_\_\_\_ 00000

### PILLARS

Ab 00000  
Ba 00000  
Ka 00000  
Ren 00000  
Sheut 00000

### AFFINITIES

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

### UTTERANCES

\_\_\_\_ 000  
\_\_\_\_ 000  
\_\_\_\_ 000  
\_\_\_\_ 000  
\_\_\_\_ 000  
\_\_\_\_ 000  
\_\_\_\_ 000

## OTHER TRAITS

### 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



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## CULT

Name: \_\_\_\_\_  
Type: \_\_\_\_\_  
Virtue: \_\_\_\_\_ Vice: \_\_\_\_\_  
Doctrines: \_\_\_\_\_  
\_\_\_\_\_

Fidelity

OOOOOOOOOOOOOOOOOO  
□□□□□□□□□□□□□□

Reach

OOOOOOOOOO

Grasp

OOOOOOOOOO

Dominance

OOOOOOOOOO

Merits

OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO

Cult Beats: □ □ □ □ □

Cult Experiences: \_\_\_\_\_

## TOMB

Geometry

OOOOO

Perils

OOOOOOOOOO

Provisions

OOOOOOOOOO

Harmonic Centerpiece: \_\_\_\_\_

Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## OTHER TRAITS

OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO

OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO

## VESTIGES

Name: \_\_\_\_\_  
Rating: OOOOO  
Virtue: \_\_\_\_\_ Vice: \_\_\_\_\_  
Size: \_\_\_\_\_ Durability: \_\_\_\_\_  
Structure: \_\_\_\_\_  
Powers: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Curses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Rating: OOOOO  
Virtue: \_\_\_\_\_ Vice: \_\_\_\_\_  
Size: \_\_\_\_\_ Durability: \_\_\_\_\_  
Structure: \_\_\_\_\_  
Powers: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Curses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Rating: OOOOO  
Virtue: \_\_\_\_\_ Vice: \_\_\_\_\_  
Size: \_\_\_\_\_ Durability: \_\_\_\_\_  
Structure: \_\_\_\_\_  
Powers: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Curses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## RELICS

Name: \_\_\_\_\_  
Rating: OOOOO  
Size: \_\_\_\_\_ Durability: \_\_\_\_\_  
Structure: \_\_\_\_\_  
Powers: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Curses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Rating: OOOOO  
Size: \_\_\_\_\_ Durability: \_\_\_\_\_  
Structure: \_\_\_\_\_  
Powers: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Curses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name: \_\_\_\_\_  
Rating: OOOOO  
Size: \_\_\_\_\_ Durability: \_\_\_\_\_  
Structure: \_\_\_\_\_  
Powers: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Curses: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## COMBAT

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

## SHADOW OF PILLARS

## EXPANDED MERITS

## RESOURCES

## CONTACTS

## RETAINER

## MENTOR

## STATUS

OTHER (\_\_\_\_\_)

OTHER (\_\_\_\_\_)

# POSSESSIONS

## GEAR (CARRIED)

## EQUIPMENT (OWNED)

## VEHICLES

## MISC

[illegible]



# MMA-KEP

SHADOW OF PILLARS

## CONCEPT

## KEY MEMORIES

## DESCRIPTION

Iremic Identity: \_\_\_\_\_

Resonant Lifetime: \_\_\_\_\_

Apparent Age: \_\_\_\_\_

Hair: \_\_\_\_\_

Eyes: \_\_\_\_\_

Height: \_\_\_\_\_

Weight: \_\_\_\_\_

Gender: \_\_\_\_\_

## VISUALS

GROUP CHART

CHARACTER SKETCH