

MESSENEBU

BORN OF GOLD

NAME: _____

PLAYER: _____

CHRONICLE: _____

CONCEPT: _____

DECREE: _____

JUDGE: _____

BALANCE: _____

BURDEN: _____

CULT: _____

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

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WILLPOWER

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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

MESSENE-NEBU

BORN OF GOLD

CULT

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

Fidelity

000000000000000000
□□□□□□□□□□□□□□

Reach

000000000000

Grasp

000000000000

Dominance

000000000000

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
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

MESSEH-NEBU

BORN OF GOLD

NOTES

EXPANDED MERITS

ALLIES

RESOURCES

CONTACTS

RETAINER

MENTOR

STATUS

OTHER ()

OTHER ()

POSSESSIONS

GEAR (CARRIED)

EQUIPMENT (OWNED)

VEHICLES

MISC

Item

Durability

Structure

Size

Cost

Notes

MESSEK-NEBU

BORN OF GOLD

CONCEPT

KEY MEMORIES

DESCRIPTION

Iremic Identity:

Resonant Lifetime:

Apparent Age:

Hair:

Eyes:

Height:

Weight:

Gender:

VISUALS

GROUP CHART

CHARACTER SKETCH