

THE PURIFIED

MUMMY THE CURSE SECOND EDITION

NAME: _____

CONCEPT: _____

CHRONICLE: _____

RANK: _____

VIRTUE: _____

VICE: _____

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
_____	00000

NUMINA

DREAD POWERS

BAN

BANE

POWER

0000000000000000

FINESSE

0000000000000000

RESISTANCE

0000000000000000

HEALTH

0000000000000000
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CORPUS

0000000000000000
□□□□□□□□□□□□□□

WILLPOWER

Material
0000000000
Ephemeral
0000000000
□□□□□□□□□□

INTEGRITY

0000000000

ESSENCE

□□□□□□□□□□
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CONDITIONS

Size: _____ Speed: _____/_____
Defense: _____/_____
Initiative Mod: _____
Beats: □ □ □ □ □
Experiences: _____

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

Ephemeral Stats: Power = Intelligence + Rank • Finesse = Wits + Rank • Resistance = Resolve + Rank • Ignore rank bonuses to material attributes before calculating ephemeral attributes • Willpower = Finesse + Resistance • Corpus = Resistance + Size • Defense = Lower of Power or Finesse + Athletics • Speed = Power + Finesse + 5