

Khri-habi

Name:

Nature:

Affiliation:

Player:

Demeanor:

Hamartia:

Chronicle:

Concept:

Inheritance:

ATTRIBUTES

PHYSICAL

Strength _____ 00000
Dexterity _____ 00000
Stamina _____ 00000

SOCIAL

Charisma _____ 00000
Manipulation _____ 00000
Appearance _____ 00000

MENTAL

Perception _____ 00000
Intelligence _____ 00000
Wits _____ 00000

ABILITIES

TALENTS

Alertness _____ 00000
Art _____ 00000
Athletics _____ 00000
Awareness _____ 00000
Brawl _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Leadership _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000
_____ 00000

SKILLS

Crafts _____ 00000
Divination _____ 00000
Drive _____ 00000
Etiquette _____ 00000
Firearms _____ 00000
Meditation _____ 00000
Melee _____ 00000
Research _____ 00000
Stealth _____ 00000
Survival _____ 00000
Technology _____ 00000
_____ 00000

KNOWLEDGES

Academics _____ 00000
Computer _____ 00000
Cosmology _____ 00000
Enigmas _____ 00000
Esoterica _____ 00000
Investigation _____ 00000
Law _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000
_____ 00000

ADVANTAGES

BACKGROUNDS

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

HEKAU

Amulets _____ 00000
Alchemy _____ 00000
Celestial _____ 00000
Effigy _____ 00000
Necromancy _____ 00000
Nomenclature _____ 00000

SPELLS/RITUALS

OTHER TRAITS

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

BALANCE

0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
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EXPERIENCE

SEKHEM

0 0 0 0 0 0 0 0 0 0
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HEALTH

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐
Broken/Scorched		☐
Crushed/Burned		☐
Dismembered/Incinerated		☐
Pulverized/Cremated		☐
Dust/Ash		☐