



Mesektet

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

SKILLS

Crafts_____00000
Divination_____00000
Drive_____00000
Etiquette_____00000
Firearms_____00000
Meditation_____00000
Melee_____00000
Research_____00000
Stealth_____00000
Survival_____00000
Technology_____00000

KNOWLEDGES

Academics_____00000
Computer_____00000
Cosmology_____00000
Enigmas_____00000
Esoterica_____00000
Investigation_____00000
Law_____00000
Medicine_____00000
Occult_____00000
Politics_____00000
Science_____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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HEALTH

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

EXPERIENCE

SEKHEM

0 0 0 0 0 0 0 0 0 0
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