



# Sefekhi

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  
□ □ □ □ □ □ □ □ □ □

### EXPERIENCE

### SEKHEM

0 0 0 0 0 0 0 0 0 0  
□ □ □ □ □ □ □ □ □ □

### HEALTH

|                         |     |                          |
|-------------------------|-----|--------------------------|
| Bruised                 |     | <input type="checkbox"/> |
| Hurt                    | - 1 | <input type="checkbox"/> |
| Injured                 | - 1 | <input type="checkbox"/> |
| Wounded                 | - 2 | <input type="checkbox"/> |
| Mauled                  | - 2 | <input type="checkbox"/> |
| Crippled                | - 5 | <input type="checkbox"/> |
| Incapacitated           |     | <input type="checkbox"/> |
| Broken/Scorched         |     | <input type="checkbox"/> |
| Crushed/Burned          |     | <input type="checkbox"/> |
| Dismembered/Incinerated |     | <input type="checkbox"/> |
| Pulverized/Cremated     |     | <input type="checkbox"/> |
| Dust/Ash                |     | <input type="checkbox"/> |

