THE NETJER

Name _____ Mantle _____ Scion Type _____

Player _____ Concept _____ Chronicle _____

SKILLS

- ☐ Academics _____ ○○○○○
- ☐ Athletics _____ ○○○○○
- ☐ Close Combat _____ ○○○○○
- ☐ Culture _____ ○○○○○
- ☐ Empathy _____ ○○○○○
- ☐ Firearms _____ ○○○○○
- ☐ Integrity _____ ○○○○○
- ☐ Leadership _____ ○○○○○
- ☐ Medicine _____ ○○○○○
- ☐ Occult _____ ○○○○○
- ☐ Persuasion _____ ○○○○○
- ☐ Pilot _____ ○○○○○
- ☐ Science _____ ○○○○○
- ☐ Subterfuge _____ ○○○○○
- ☐ Survival _____ ○○○○○
- ☐ Technology _____ ○○○○○

ATTRIBUTES

	MENTAL		PHYSICAL		SOCIAL	
POWER	Intellect	●○○○○	Might	●○○○○	Presence	●○○○○
FINESSE	Cunning	●○○○○	Dexterity	●○○○○	Manipulation	●○○○○
RESILIENCE	Resolve	●○○○○	Stamina	●○○○○	Composure	●○○○○

PATHS/CONTACTS

Origin: _____
Skills: _____
Contacts: _____

Role: _____
Skills: _____
Contacts: _____

Pantheon: _____
Skills: _____
Contacts: _____

DEEDS

Short _____ ☐
Long _____ ☐
Band _____ ☐

VIRTUE

_____ ○○○○○ _____

EQUIPMENT

Item	Tags

LEGEND

●●●●○○○○○○○○○
☐☐☐☐☐☐☐☐☐☐☐☐☐

CALLINGS

_____ ○○○○○
_____ ○○○○○
_____ ○○○○○
_____ ○○○○○

MOMENTUM

☐☐☐☐☐☐☐☐☐☐☐☐☐

DIVINITY DICE

☐☐☐☐☐☐☐☐☐☐☐☐☐

EXPERIENCE

Total: ____ Spent: ____ Remaining: ____

HEALTH

- ☐ Bruised _____ +1d ☐
- ☐ Bruised _____ +1d ☐
- ☐ Bruised _____ +1d ☐
- ☐ Injured _____ +2d ☐
- ☐ Maimed _____ +4d ☐
- Taken Out

Movement Dice: _____
Defense Roll: _____

c – Complication, d – Difficulty, e – Enhancement

THE NETJER

KNACKS

BOONS

Name	Purview	Effect

THE NETJER

LEGENDARY TITLES

	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐

BIRTHRIGHTS

Birthright	Type	Rating	L	M
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○
		○○○○○	○	○

L – Legendary, M – Mythic

FATEBINDINGS

Fatebinding	Type	Status	Strength
			○○○○○
			○○○○○
			○○○○○
			○○○○○
			○○○○○
			○○○○○
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			○○○○○
			○○○○○
			○○○○○

THE NETJER

HISTORY

DESCRIPTION

Age:
Date of Birth:
Hair:
Eyes:
Race:
Nationality:
Height:
Weight:
Pronoun:

REALM

Realm Condition	Effect	Owner	Invested Trait	Duration

Axes Mundi/Connections:

Problem	Rating	Type	Consequences	Duration