



# MUMMY™

*The Resurrection*

NAME:  
PLAYER:  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

AMENTI:  
HAMARTIA:  
INHERITANCE:

## ATTRIBUTES

### PHYSICAL

Strength \_\_\_\_\_ ●0000  
 Dexterity \_\_\_\_\_ ●0000  
 Stamina \_\_\_\_\_ ●0000

### SOCIAL

Charisma \_\_\_\_\_ ●0000  
 Manipulation \_\_\_\_\_ ●0000  
 Appearance \_\_\_\_\_ ●0000

### MENTAL

Perception \_\_\_\_\_ ●0000  
 Intelligence \_\_\_\_\_ ●0000  
 Wits \_\_\_\_\_ ●0000

## ABILITIES

### TALENTS

Alertness \_\_\_\_\_ 00000  
 Athletics \_\_\_\_\_ 00000  
 Awareness \_\_\_\_\_ 00000  
 Brawl \_\_\_\_\_ 00000  
 Dodge \_\_\_\_\_ 00000  
 Empathy \_\_\_\_\_ 00000  
 Expression \_\_\_\_\_ 00000  
 Intimidation \_\_\_\_\_ 00000  
 Intuition \_\_\_\_\_ 00000  
 Leadership \_\_\_\_\_ 00000  
 Streetwise \_\_\_\_\_ 00000  
 Subterfuge \_\_\_\_\_ 00000

### SKILLS

Animal Ken \_\_\_\_\_ 00000  
 Crafts \_\_\_\_\_ 00000  
 Drive \_\_\_\_\_ 00000  
 Etiquette \_\_\_\_\_ 00000  
 Firearms \_\_\_\_\_ 00000  
 Melee \_\_\_\_\_ 00000  
 Meditation \_\_\_\_\_ 00000  
 Performance \_\_\_\_\_ 00000  
 Security \_\_\_\_\_ 00000  
 Stealth \_\_\_\_\_ 00000  
 Survival \_\_\_\_\_ 00000  
 Technology \_\_\_\_\_ 00000

### KNOWLEDGES

Academics \_\_\_\_\_ 00000  
 Bureaucracy \_\_\_\_\_ 00000  
 Computer \_\_\_\_\_ 00000  
 Cosmology \_\_\_\_\_ 00000  
 Enigmas \_\_\_\_\_ 00000  
 Investigation \_\_\_\_\_ 00000  
 Law \_\_\_\_\_ 00000  
 Linguistics \_\_\_\_\_ 00000  
 Medicine \_\_\_\_\_ 00000  
 Occult \_\_\_\_\_ 00000  
 Research \_\_\_\_\_ 00000  
 Science \_\_\_\_\_ 00000

## ADVANTAGES

### BACKGROUNDS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### HEKAU

Amulets \_\_\_\_\_ 00000  
 Alchemy \_\_\_\_\_ 00000  
 Celestial \_\_\_\_\_ 00000  
 Effigy \_\_\_\_\_ 00000  
 Necromancy \_\_\_\_\_ 00000  
 Nomenclature \_\_\_\_\_ 00000

### MERITS/FLAWS

\_\_\_\_\_  
 \_\_\_\_\_  
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### OTHER TRAITS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
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### BALANCE

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### WILLPOWER

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### SEKHMET

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### EXPERIENCE

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### HEALTH

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