



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

#### HEKAU

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

#### MERITS/FLAWS

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

#### 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  
□ □ □ □ □ □ □ □ □ □

#### SEKHEM

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

#### HEALTH

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

#### EXPERIENCE

\_\_\_\_\_

