



NAME  
PLAYER  
CHRONICLE:

NATURE:  
DEMEANOR:  
CONCEPT:

CULT:  
HAMARTIA:  
INHERITANCE:

### ATTRIBUTES

#### PHYSICAL

Strength\_\_\_\_\_●○○○○  
Dexterity\_\_\_\_\_●○○○○  
Stamina\_\_\_\_\_●○○○○

#### SOCIAL

Charisma\_\_\_\_\_●○○○○  
Manipulation\_\_\_\_\_●○○○○  
Appearance\_\_\_\_\_●○○○○

#### MENTAL

Perception\_\_\_\_\_●○○○○  
Intelligence\_\_\_\_\_●○○○○  
Wits\_\_\_\_\_●○○○○

### ABILITIES

#### TALENTS

Alertness\_\_\_\_\_○○○○○  
Athletics\_\_\_\_\_○○○○○  
Awareness\_\_\_\_\_○○○○○  
Brawl\_\_\_\_\_○○○○○  
Dodge\_\_\_\_\_○○○○○  
Empathy\_\_\_\_\_○○○○○  
Expression\_\_\_\_\_○○○○○  
Intimidation\_\_\_\_\_○○○○○  
Leadership\_\_\_\_\_○○○○○  
Subterfuge\_\_\_\_\_○○○○○

#### SKILLS

Animal Ken\_\_\_\_\_○○○○○  
Crafts\_\_\_\_\_○○○○○  
Drive\_\_\_\_\_○○○○○  
Etiquette\_\_\_\_\_○○○○○  
Firearms\_\_\_\_\_○○○○○  
Melee\_\_\_\_\_○○○○○  
Performance\_\_\_\_\_○○○○○  
Security\_\_\_\_\_○○○○○  
Stealth\_\_\_\_\_○○○○○  
Survival\_\_\_\_\_○○○○○

#### KNOWLEDGES

Academics\_\_\_\_\_○○○○○  
Cosmology\_\_\_\_\_○○○○○  
Computer\_\_\_\_\_○○○○○  
Investigation\_\_\_\_\_○○○○○  
Linguistics\_\_\_\_\_○○○○○  
Medicine\_\_\_\_\_○○○○○  
Occult\_\_\_\_\_○○○○○  
Politics\_\_\_\_\_○○○○○  
Research\_\_\_\_\_○○○○○  
Science\_\_\_\_\_○○○○○

### ADVANTAGES

#### HEKAU

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

#### BACKGROUNDS

\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○

#### LIABILITY / PURPOSE

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

#### OTHER TRAITS

\_\_\_\_\_○○○○○  
\_\_\_\_\_○○○○○  
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\_\_\_\_\_○○○○○

#### IZFET

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#### WILLPOWER

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□□□□□□□□□□

#### SEKHEM

○○○○○○○○○○○○○○  
□□□□□□□□□□

#### HEALTH

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





# APEPNU

*Children of Darkness*

## MERITS & FLAWS

MERIT	TYPE	COST	FLAW	TYPE	COST

## SPELLS & RITUALS

SPELL OR RITUAL	SEKHEM	LEVEL	SPELL OR RITUAL	SEKHEM	LEVEL

## ACHIEVEMENTS

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## DERANGEMENTS

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## COMBAT

WEAPON	DIFFICULTY	DAMAGE	RANGE	RATE	CONCEAL

**ARMOR**

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**EXPANDED BACKGROUNDS**

**ALLIES**

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**CONTACTS**

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**COMPANION**

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**LEGACY**

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**OTHER**

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**MENTOR**

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**NETERU**

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**RESOURCES**

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**TOMB**

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**OTHER**

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**POSSESSIONS**

**GEAR (CARRIED)**

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**MYSTICAL ITEMS**

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**EQUIPMENT (OWNED)**

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**MYSTICAL ITEMS**

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**EXPERIENCE**

**TOTAL:** \_\_\_\_\_  
**SPENT ON:** \_\_\_\_\_

**TOTAL SPENT:** \_\_\_\_\_  
**COST:** \_\_\_\_\_

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# APEPNU

*Children of Darkness*

## HISTORY

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## APPEARANCE

DATE OF RESURRECTION: \_\_\_\_\_  
AGE: \_\_\_\_\_  
HAIR: \_\_\_\_\_  
EYES: \_\_\_\_\_  
RACE: \_\_\_\_\_  
NATIONALITY: \_\_\_\_\_  
HEIGHT: \_\_\_\_\_  
WEIGHT: \_\_\_\_\_  
SEX: \_\_\_\_\_

## FIRST LIFE

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