

# MUMMY

## *The Resurrection*



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WE ARE UNDYING  
WE ARE ETERNAL

*After the last Great Maelstrom they came, flooding into the night to take up the struggle against the minions of Apophis the Corrupter and all who would stand against Ma'at. But the Amenti are not alone among the Undying. There are others who serve justice and balance with equal vigor, and now that the Amenti have met and counseled these strange immortals, the World of Darkness may never be the same*



# Introduction

## Terms

**WoD 5** includes at the time of writing this document **Vampire (V5)**, **Hunter (H5)** and **Werewolf (W5)**.

**MtR1:** Mummy the Resurrection 1<sup>st</sup> Edition

All pages refer to PDF pages.

**Creator:** Yogarp

**Version:** 1.2

## Conversion

**ATTRIBUTES:** When any ability, skill, Hekau, etc. in **MtR1** references Appearance, substitute with Charisma. When any of those same abilities refer to Perception, substitute with Wits or Resolve.

**ATTRIBUTES:** Substitute the following Skills from **MtR1** to **MtR5**: Alertness for Awareness, Dodge for Athletics, Empathy for Insight, Expression for Leadership, Intuition for Insight, Meditation for Insight, Security for Larceny, Bureaucracy for Academics, Computer for Technology, Cosmology for Occult, Enigmas for Investigation, Law for Academics, Linguistics for Academics, Research for Investigation.

**OTHERS:** For tests of Lifeforce use Balance and for Willpower use unspent Willpower.

Difficulty for rolls that do not require extra successes:

MtR1	MtR5
Dif. up to 6	Dif. 1
Dif. 7	Dif. 2
Dif. 8	Dif. 3
Dif. 9	Dif. 4
Dif. 10	Dif. 5

Modifiers for rolls that requires extra successes:

MtR1	MtR5
Dif. 3	+3
Dif. 4	+2
Dif. 5	+1
<b>Dif. 6</b>	<b>+0</b>
Dif. 7	-1
Dif. 8	-2
Dif. 9	-3
Dif. 10	-5*

\* If -5 reduces Dice Pool to 0, only will be a Success rolling a 10

# Lifeforce

The Amenti call it Sekhem, Teomallki – Waka and Wu T'ian – Chi.

If the various mummies ever needed proof that they are in essence brothers and sisters, this is it. Call it Sekhem, Waka, Chi or anything else, the power of life itself flows through the Reborn like a river, carrying through life after life.

The importance of this common link cannot be overstated. Yes, the Reborn often view aspects of their very natures differently from one another. Even Lifeforce itself is not interpreted the same way; the Amenti and the Teomallki believe that Sekhem and Waka come from external sources such as the gods or the Web of Faith, whereas the Wu T'ian believe that Chi is largely an internal reservoir. These differences, however, are entirely in the eye and the mind of the beholder. Life is life, regardless of what shape it might take, and the reanimating force that flows through the Reborn, powering their movements and their magics, is the same from one to the next.

If the Amenti are ever to accept the Teomallki and the Wu T'ian as brothers, it will be through an understanding of this simple principle, rather than any religious or theological decision. The Reborn are one. It only remains for the vast majority of them to acknowledge it to one another.

Lifeforce is the vital animation imbued into her by her return to the world of the living. Upon beginning the third life, your character starts with ten dots of maximum Lifeforce and ten Lifeforce Dices.w

Game wise Lifeforce works like Rage in W5, the more the better, but at the same time the risks of exaggerating their powers increase. Instead of Rage however, Lifeforce goes from 0-10 and has two values: a **maximum** one and a temporary one which is your current **Lifeforce dice**.

To make a Lifeforce Check, the player rolls a single die. As always, a result of 6 or higher succeeds. On a success, the mummy's Lifeforce dice remains unchanged. On a failure, the mummy loses 1 more point of Lifeforce, and thus loses one more Lifeforce die.

# Lifeforce Dice

Lifeforce Dice replace dice in all non-tracker dice pools up to the maximum dice pool possible, like in V5.

## LIFEFORCE DICE

-  Failure, Ancient Failure if the test fails (1)
-  Failure (2-5)
-  Success (6-9)
-  Success, Power Critical if part of a critical win (10)

Lifeforce Dice can never be rerolled using Willpower.

## Gaining Lifeforce Dice

- **The Gift:** A mummy rolls a dice at sunrise each day where his physical body resides, if success regains one dice of Lifeforce, in case of failure remains the same.
- **The Blessing:**
  - **Amenti:** Osiris bestows energy upon his children from where he dwells in the Web of Faith, known as Osiris's Blessing.  
**System:** For each full day that a mummy spent within the region of the Web of Faith, his player may roll Resolve + half of Balance (rounded up) + Shroud rating modifiers, difficulty equal to 3. In a success gains one Lifeforce Dice. If the player fails the roll, the mummy gains no dice. If the player rolls an Ancient Failure the character gains nothing and they lose one Lifeforce Dice in effort.
  - **Teomallki:** Like their mallki ancestors, Teomallki refer to their Lifeforce as Waka (instead of Sekhem).  
**System:** Capacocha regain Waka according to the same rules as other Reborn, but their Blessing of the Gods (The Blessing) requires them to be within the bounds of their ancestral homelands. For Chaskimallki, Intimallki and Pachamallki, this means the lands around the Andes (most of the western half of South America). Uchumallki are instead tied to the rainforests and lands in and around the Amazon. Teomallki who exhaust their Lifeforce reserves outside their homeland fall into a state of weakness identical to Egyptian semektet (The Weakening). Since few Capacocha have ever had reason to explore other areas of the world until

recently, they have no name or explanation for this mysterious curse. All mystical attempts by the Intimallki to remove this limitation have failed horribly.

- **Wu T'ian:** Wu T'ian use the term Chi for Lifeforce.

**System:** Terminology aside, heaven's chosen recover their spiritual energies using the same rules as other Reborn, with the notable exceptions that they must perform their Blessing of Heaven (The Blessing) at the Gate of Heaven or while standing in the dragon tracks or dragon nests of the Middle Kingdom. Additionally, Wu T'ian always receive the Benediction of the August Personage (The Blessing) when resting at Heaven's Gate. Wu T'ian who deplete their Chi outside the Middle Kingdom grow weak according the rules for semektet (The Weakening), although they poetically refer to this condition as the Wilting Lotus. Unlike Amenti and Teomallki, deteriorating Wu T'ian do not have to roll Willpower each day to retain control of their bodies. Instead, they must roll Willpower (difficulty 5) to take any action that does not help them return to the Middle Kingdom (Storyteller's discretion). As a price for this extra freedom, the Family of Heaven cannot slow their decay with ensorcelled bandages — not that such a bizarre procedure would even occur to them.

- **Meditation:** The world outside the Lands of Faith is strongly influenced by the power of Apophis, making Lifeforce less freely available. Few isolated havens (known as Caerns or Nodes) remain where Ma'at is still strong, although they are often under the power of other supernatural forces. A mummy lucky enough to gain entry to one may spend a full day meditating there to recover Lifeforce. The player rolls Resolve + Insight (dif. 3). If successful he may then try to recover his character's Lifeforce by the same rules listed for The Blessing, except that he ignores Shroud rating modifiers and makes the roll against difficulty 4.

## Losing Lifeforce Dice

- **Rolling a Power Critical**
- **Failing a Lifeforce Check**

## Power Critical

The following are good results from a Power Critical:

- The character loses 1 Lifeforce Dice for wasting it.
- The character loses one dot from an Advantage, for exaggerating your powers.

## Ancient Failure

The following are good results from an Ancient Failure:

- **The Weakening:** If your character has only 1 Lifeforce Dice they automatically loses 1 dice and goes into Weakening, see the effects below.
- The character suffers one or more points of Aggravated Health damage. This result works well for Ancient Failures on resistance rolls.
- Gain one or more Unbalance for their ancient spirit acts seen as heinous nowadays, the elder spirit is out of harmony with your current body.

## The Weakening

If you reach zero Lifeforce Dice, your character enters automatically into Weakening.

The longer the mummy stays away from the Web of Faith (or something similar for Teomallki and Wu T'ian see **MtR1 Players Guide** for more information), the weaker he becomes. A mummy separated for too long can become a mindless, ugly, shambling creature. Only by getting an infusion from an outside source (such as a Vessel, a legacy or a sympathetic Udja-sen) or by returning to the Web of Faith will the mummy emerge from the Weakening.

**SYSTEM:** When a character reach Weakening, reduce their maximum Lifeforce by one point. While in this condition, the mummy cannot employ any Hekau or artifacts that require Lifeforce to use. If he does not gain at least one Lifeforce within 70 days or a Story (whichever happens first), the mummy's Attributes suffer the consequences. The character loses one dot from an Attribute of the Storyteller's choice per day. Generally, the Mental Attributes go first as a haze of sluggishness descends upon the mummy's thoughts. Social Attributes typically follow, and Physical Attributes come last. Once an Attribute drops to one dot, another Attribute starts dropping.

Making things even more complicated, the player must roll Willpower (difficulty 2) for everyday that the mummy remains outside the Web of Faith in this condition, in order for the character to resist having the ancient spirit assume instinctive control and propel the body toward Egypt (or different places for other Mummies). The ancient spirit cares not if the mummy is already on his way back.

A mummy can use specially prepared bandages to slow the effects of weakening. Constructing the dressing

requires two dots in Alchemy, Amulets or Necromancy and six hours to prepare. Once he is completely wrapped up so that the bandages cover everything but his eyes and mouth, the character loses one Attribute dot every three days instead of one every day. The bandages also lower the difficulty of the Willpower roll to resist the ancient spirit to 1.

Once he is within the Web of Faith again, the character regains Lifeforce as listed previously, and his lost Attribute points return at the rate of one dot per day.

# Health

## Types of Damage

**SUPERFICIAL DAMAGE:** Standard weapons do Superficial damage to Mummies.

**AGGRAVATED DAMAGE:** Mummies takes aggravated damage from supernatural sources, from fire and from certain Hekau spells and other mystic attacks.

Unless otherwise stated, divide Superficial Health and Willpower damage in half (rounded up) before applying it to the tracker.

## Healing

A mummy recovers from superficial health damage more quickly than his mortal counterparts do. A mummy uses the character mortal's healing times (see **V5** page 129), but with +1 on healing. For aggravated damage they recuperate at normal mortal rate.

## Death and True Death

A mummy with their tracker completely filled with Aggravated damage dies like any mortal. Unlike a mortal however, each mummy has an additional five health levels. These levels represent the condition of the mortal body, after death. If a mummy suffers enough health damage to plunge his health past the normal tracker, keep track of the additional damage (called Dead Body Damage marked with a #). That number determines how difficult it is to restore the mummy's body to complete health upon his resurrection.

It is not normally possible for a mummy to accumulate 6 Dead Body Damage (6#) on Health Tracker, regardless of how much damage is inflicted. Certain very powerful effects (equivalent to nuclear blast in intensity) can truly disintegrate a mummy, leaving nothing but stray atoms behind. In this case, the mummy's mortal body is destroyed, leaving the mummy trapped in the underworld. Clearly, it takes something of singular power to wipe a mummy from existence

permanently. In the end, only the following few things can kill the Undying permanently:

- **No Will to Live:** A mummy with all Willpower Tracker filled with aggravated damage is destroyed. The ancient spirit loses the will to exist and fades into oblivion, while the mortal body turns to dust.
- **Magic:** Certain Hekau spells and rituals (particularly Forgetting the Person **MtR1** page 125) can destroy the Undying permanently by erasing his body and soul from existence. Such magic is rare and powerful in the extreme. A mage can destroy a mummy using a Prime 5/ Spirit 5 Effect to erase the mummy's pattern from the Tapestry. Such effect is always vulgar, however.
- **Complete Atomic Disintegration:** About the only non-magical way for a mummy to be destroyed is for him to be at ground zero of a nuclear detonation or to be present at an event of similar destructive force. The like hood of a mummy being dead center of a nuclear blast or launched into the heart of the sun is rather slim, however.
- **The Elixir of Oblivion:** Rumors exist that tell of a mystical poison (or an Alchemy formula) that dissolves the bonds created by the Spell of Life and destroys a mummy utterly. No one who claims to know how to make it has made himself known.
- **Self-destruction:** A mummy has the power to end his own immortal existence.
- **Imprisoned Body:** Clever foes can inhibit a mummy's ability to resurrect by placing his mortal body somewhere in which it is damaged continually – such as the heart of an active volcano – thereby preventing the mummy from ever fully recovering. This tactic does not bring about true oblivion, however, and it still permits the Undying to roam Underworld in search of a solution to the problem. A mummy with a sufficient Ka advantage may find that fate intervenes to free his mortal body from imprisonment, given time.

## The Death Cycle

Death is typically only a temporary condition for the Undying. See more information about in **MtR1** page 131.

## The Resurrection

Once the required time has passed, the mummy's spirit returns from the underworld and uses its power to restore and reenter the mortal body. The attempt to return to life is powered by raw will and the ability to tap into the life force of the universe.

**SYSTEM:** After the full time required by them Memory, the actual resurrection roll may be performed in one of

two ways: the mummy's player loses 1 Lifeforce Dice, receive an aggravated Willpower damage and roll an extended test of Willpower + Memory. Each success heals one level of damage, turning Dead Body Damage to Aggravated Damage and after Aggravated Damage to Superficial Damage. Therefore, a mummy with 5 Dead Body Damage (5#) requires 5 successes to recover, and they need at least one more to be conscious.

On a failed resurrection roll, the mummy must wait at least a day before making another attempt. Each attempt costs another Lifeforce Dice and aggravated Willpower damage. With a Total Failure on resurrection roll, the character must again wait the full time required by them Memory before making another attempt. If a mummy makes more than one resurrection roll per year, each additional roll lowers one of the mummy's Attributes permanently by one, as chosen by the Storyteller.

A powerful mummy could return to life from being reduced to ash all the way to complete health with a single resurrection roll. More often, the mummy rises from death and still needs to heal further. As with any other damage, Hekau can help speed the mummy's recovery.

See more information on **MtR1** page 132.

## Balance

Reborn characters possess a Trait called Balance (called Direction by Teomallki or Quest for Wu T'ian) that represents their understanding and adherence to the principles of truth, balance and trust.

Balance works like Harano and Hauglisk in **W5**, but the more the better. Balance test is made when violating your personal Convictions, Chronicle Tenets or by doing acts universally hideous to Balance.

See **MtR1** pages 135 and 215, **MtR1 Players Guide** page 197 for more details.

In game terms a mummy's Balance rating represents a degree of spiritual enlightenment, awareness and balance. An Amenti ultimately quests to improve his Balance and strengthen Ma'at throughout the world in so doing. Balance represents the mummy's spiritual center, his ideals and the advancement of his soul.

In place of Balance, Teomallki refer to their enlightenment and spiritual connection with the divine as Direction. In virtually every respect, the two traits are identical, providing the same benefits and following the same rarified moral code (**MtR1** page 136). The only real difference is the way Direction is earned and lost. Teomallki do not go before the Judges of Ma'at.

The Quest Trait functions like Balance for Wu T'ian, representing the individual immortal's alignment with the Way of Heaven. Likewise, the Wu T'ian also draw upon mystical energy in order to channel magical effects

as the Amenti do. Instead of mastering increasingly rarefied moral steps as proponent of Balance must, the Wu T'ian strive to master the Ten Heavenly Precepts. The number of precepts that one has mastered represents each Wu T'ian Quest rating. Just as the Judges of Ma'at determine whether an Amenti is worthy to receive a higher level of Balance, the Eight Immortals decree whether a Wu T'ian may advance his Quest score.

## Effects of Balance

The Balance rating affects a number of things in the game:

- **Strength of Conviction:** A player can roll Balance in order for his character to resist any temptation of force that tries to get him to take action against the natural order. The scope of this roll includes the influence of Social Attributes as Skills as well as supernatural powers such as a vampire's Dominate Disciplines or a wizard's Mind magic.  
**System:** Roll Balance, the Storyteller rates the difficulty depending on the degree of the influence applied to the mummy and how far the act diverges from the natural order. Resisting a mystical command to attack a fellow mummy might be difficulty 1, while deciding to overlock the drug-dealing of a helpful contact might be difficulty 3. In cases in which the Storyteller allows a Willpower roll in order to avoid a given effect, a mummy's player may add the Balance rating to his Willpower score for the roll.
- **Upholding The Path:** A mummy can use the strength of his Balance to protect the natural order from unnatural changes.  
**System:** Doing so grants a character a dice pool equal to his Balance score that he may use to oppose true magick spells that mortal wizards cast. Performing this countermagic requires the character to take an action, and the player rolls Balance against difficulty 3 to reduce or negate a spell cast by a mage, if you're using crossover rules for Mages, each success reduces one Potency from the spell instead of difficulty 3. This ability does not apply against Hekau or others supernatural abilities from the Night-folk.
- **Power:** No Hekau Path can exceed his Balance score. A character's Balance determines how much Lifeforce Checks he can make per turn, at basis of 1 to 1.
- **Forbiddance:** The Reborn can use the power of The Path to drive away malign supernatural influences.  
**System:** The character takes an action and a resisted roll occurs. The mummy's player rolls Balance while the opponent's player rolls Willpower. If the mummy's win, the malign

supernatural influence cannot attack, and it must leave the immediate area as soon as possible. If the two players tie or if the opponent rolls more successes, nothing happens. The precise definition of "malign supernatural influences" is up to the Storyteller. At the very least – for those with the full array of World of Darkness core rulebooks at their disposal – it includes vampires, demons, the Fell (Thallain), ghosts, the walking dead, Banes, Fomori, spectres, Nephandi and Marauders.

## Convictions

Convictions are different for mummies. Rather than being human values that vampires cling to after death, for an Undying they are beliefs that guide the immortal in his fight, whatever that may be. Start with one or two Convictions related to your ancient spirit and one or two additional of your second life.

Chronicle Tenets work the same as in V5 (page 174) being just thematically different.

If the Conviction or Tenet was violated, make a Balance Test, if it's violated in the service of another Conviction, don't make a Balance test.

In addition to Tenet and Convictions violations, other acts endanger the mummy's Balance, depending of your culture, see below.

## Losing Balance

Roll a Dice Pool of unfilled Balance boxes – modifiers, difficulty 1 (Dice Pool minimum of 1). If the tests fail, the character suffers an Unbalance losing 1 point of Balance, if the character already have zero Balance, the mummy is no longer playable. They fall from grace, being destroyed by the judges or falling to the jaws of Corrupter.

## Amenti

ACTIONS	MODIFIER
Accidental violations: Doing harm to any living creature through carelessness, negligence or thoughtlessness.	-1
Doing harm (physical, emotional, or spiritual) to any living creature for any reason other than self-defense or the upholding of Ma'at	-2
Touchstone damaged by your actions	-2
Touchstone destroyed by your actions	-3

## Teomallki

The Teomallki use Direction as their Balance trait. It performs the same as Balance does for the Amenti. Unlike the Wu T'ian, Teomallki have no inherent commands to follow. They are not bound by the same

moral codes that bind the other Reborn. They even believe in gaining power from sacrifices, a concept that would repulse most Amenti and bring the Wu T'ian to violence.

## Wu T'ian

Instead of mastering increasingly rarefied moral steps as a proponent of Balance must, the Wu T'ian strive to master the Ten Heavenly Precepts. The number of precepts that one has mastered represents each Wu T'ian Quest rating. Just as the Judges of Ma'at determine whether an Amenti is worthy to receive a higher level of Balance, the Eight Immortals decree whether a Wu T'ian may advance his Quest score. The Storyteller should require that the character show by repeated action that he is ready to master a given precept. Failure to do so should bar the player from spending the experience points to raise the character's Quest rating.

Similarly, just as an Amenti may lose Balance for failing to uphold Ma'at, a Wu T'ian may suffer a loss of Quest for acting routinely in ways contrary to what the precepts dictate. This loss impacts upon the Asian mummy just as a reduced Balance affects an Amenti adversely (see **MtR1** page 136).

See **MtR1** page 215 for a list of The Ten Heavenly Precepts, choose a number of Precepts Mastered equals your Balance rating on character creation. Rolls a Balance Test whenever you go in the opposite direction of one of the precepts and with -3 if the precept is mastered.

## Increasing Balance

Every culture has your lore method for increasing Balance, see **MtR1** page 140 for Amenti, **MtR1 Players Guide** pages 73 and 77 for Teomallki and Wu T'ian respectively.

Game wise, the player can only increase Balance through experience points, justified by them actions. Being able to spend them only if she has not lost Balance in current Session (or last session in case of Judgment happens in the beginning of a session), but first the character will need to pass the Judgment (see below).

**System:** Every time the character wants to increase the Balance (through a deep meditative state projecting the spirit to the Underworld), or whenever they go through the death cycle, a Judgment Test will be made: the Storyteller takes on the role of the judges of the Reborn, which is different for each culture, and decides whether the Reborn can be honored with the increase in Balance, based on the mummy behavior and possible additional tests requested by them.

# Memory

Memory indicates how much of your character's mortal personality still persists, and how much knowledge she retains from her older lives. Your character begins with one dot of Memory.

The Ritual of Rebirth was glorious and traumatic. They back from Underworld with scattered memories and suppressed personalities. Perhaps this is what the Judges wanted: barely sentient slaves with just enough knowledge to carry out orders.

A mummy's Memory is a combination of the knowledges she's learned, the Lives she's experienced, the person she's become, and the ancient life she left behind. As she rediscovers herself, it all comes back layer by layer. It becomes a kind of paradox. More Memory helps the soul recover, but so many recollections weigh it down and make it harder to return from death.

## Effects of Memory

- **Resurrection:** see page XX
- **Long Gone Days:** Mummies remember their identity, skills and the events of their previous lives based on their Memory ratings. Previous lives do not need to follow chronological or serial order, nor do they need to be previously played in-game.  
**System:** Once per session, you can remember a Skill or Hekau's Path by succeeding on a Willpower test at difficulty 2. Its value will be equal to your Memory value, a Skill or Path remembered in this way lasts until the end of the session, and if you want to use it again in the next session, it must be remembered again.
- **Automaton:** Mummies with Memory equal to zero and that will reduce even further because of a failure in a Memory Test, cannot remember anything besides the location of their Tomb, the location of nearby vessels, and their Judges' commands. If all commands are complete, they return to their tomb and await further orders from their Judge. This effect lasts until the mummy is either killed or "die" completely at maximum Lifeforce of 0. The next time she returns to life, her Memory resets to 1. Only mummies with Memory 4+ remember events that occurred while at Memory 0.
- **Amnesiac:** During the first scene of a new life, a mummy always has Memory 0. When the scene ends, their Memory automatically resets to the mummy's current Memory rating.

## Losing Memory

Mummies risk losing Memory when they act in ways that reject their past or deny their present. When a mummy refuses to engage with their previous actions as citizen of the old empires, as a mortal in your second life or ignores their current identity and principles to pursue the will of the Judges, she makes a Memory Test.

**SYSTEM:** Roll a Dice Pool of unfilled Memory boxes – modifiers, difficulty 1 (Dice Pool minimum of 1). If the tests fail, the character lose 1 point of Memory, if the character already have zero Memory, the mummy is no longer playable. They cannot remember anything besides the location of their Tomb, the location of nearby vessels, and their Judges' commands.

## Increasing Memory

Mummies recover Memory through uncovering the past, accepting their previous actions, and affirming their present identity.

Game wise, the player can only increase Memory through experience points, justified by them actions.

# Hekau

Called Immu for Teomallki and Arts for Wu T'ian.

## System

**Core Spell or Rituals Roll:** Skill + Hekau's Path + Modifiers (see Conversion page 3).

**Difficulty:** Difficulty is 1 and achieves the basic success, Margin is used to buy additional degrees from **MtR1** spell/ritual description.

**Cost:** Every Hekau uses Lifeforce. Replace a Hekau's Sekhem or Lifeforce cost from **MtR1** by 1 Lifeforce Check +1. *Examples:* Hekau that doesn't use Lifeforce will require 1 Lifeforce Check, if Hekau uses 1 Sekhem it will require 2 Lifeforce Checks.

## Spells and Rituals

The Path rating is the capacity to perform spells within a particular art, not knowledge of the individual spells themselves. The Mummy must still master each spell or ritual separately, but none of the ones she learns may exceed her advancement on that particular Path. Furthermore, the character must learn two spells and/ or rituals of a particular level before learning any from the next.

# Character Creation Summary

## CORE CONCEPT

What was your character's name? What did they do? How and where did you have your second death and subsequent rebirth? Where are they now? Choose your Ambition and Desire. Write your character's name on the Relationship Map.

## ATTRIBUTES

Take one Attribute at 4; three Attributes at 3; four Attributes at 2; one Attribute at 1.  
Health = Stamina + 3; Willpower = Composure + Resolve.

## SKILLS

Pick one Skill distribution.

- Jack of all trades: One Skill at 3; eight Skills at 2; ten Skills at 1
- Balanced: Three Skills at 3; five Skills at 2; seven Skills at 1
- Specialist: One Skill at 4; three Skills at 3; three Skills at 2; three Skills at 1

Add free specialties to Academics, Craft, Performance, and Science Skills. Take one more free specialty.

## HEKAU AND PATHS

Allocate 3 points between any Hekau Paths, one point must go into your primary path, although none should start at more than Balance. Start with 2 Level One Spells and 2 Level One Rituals among they Paths.

## ADVANTAGES

Spend 7 points on Advantages, and take 2 points of Flaws. Add any new supporting cast from Advantages and Flaws to the Relationship Map.

## CONVICTIONS AND TOUCHSTONES

Start with one or two Convictions from your ancient spirit and one or two from your second life (human modern life), with a maximum of 3 Convictions. Each mummy begins with one to three Touchstones: humans who are friends, family and/or loved ones.

Together with the Storyteller and other players you choose Chronicle Tenets (V5 page 174). Add all of them to the Relationship Map.

## SEA OF TIME

Together with the Storyteller and other players, decide if your group are:

- NEW -REBORN:
  - Set Balance to 1
  - Set Memory to 1
- THE UNDYING:
  - Set Balance to 2
  - Set Memory to 2
  - Each player spends 15 experience points

Set your maximum Lifeforce and Lifeforce Dices equals to 10.

## TRAIT COSTS: EXPERIENCE

TRAIT	EXPERIENCE
Increase Attribute	New Level x 5
Increase Skill	New Level x 3
New Specialty	3
Favored Hekau	New Level x 5
Other Hekau (same culture)	New Level x 7
Other Hekau (cross-culture)	New Level x 8
Udja-sen Hekau	New Level x 6
Spell or Ritual (same culture)	Level x 1
Spell or Ritual (cross-culture)	Level x 2
Advantages	3 per point
Memory	New Level x 4
Balance*	New Level x 7

\* Special conditions

## MUMMY: THE RESURRECTION

# Summary Sheet

## ATTRIBUTES

- **Strength:** Exertion of force by the muscles (Physical)
- **Dexterity:** Agility, grace, eye-hand coordination (Physical)
- **Stamina:** Toughness, resilience, endurance (Physical)
- **Charisma:** Charm, magnetism, strength of personality (Social)
- **Manipulation:** Getting others to do what you want (Social)
- **Composure:** Self-control, cool, calm head (Social)
- **Intelligence:** Memory, reasoning, intellect (Mental)
- **Wits:** Cleverness, intuition, spur-of-the-moment decision-making (Mental)
- **Resolve:** Focus, concentration, attention (Mental)

## SKILLS

- **Academics:** Humanities and liberal arts, book learning (Mental)
- **Animal Ken:** Animal handling and communication (Social)
- **Athletics:** Running, jumping, climbing (Physical)
- **Awareness:** Senses, being aware of your surroundings, spotting threats (Mental)
- **Brawl:** Unarmed combat of all types (Physical)
- **Craft:** Crafting, building, shaping (Physical)
- **Drive:** Operating vehicles (Physical)
- **Etiquette:** Politeness in social settings (Social)
- **Finance:** Handling, moving, and making money (Mental)
- **Firearms:** Using ranged weapons, such as guns and bows (Physical)
- **Insight:** Determining states of mind and motives (Social)
- **Intimidation:** Getting another person to back down (Social)
- **Larceny:** Breaking and entering, guarding against that (Physical)
- **Leadership:** Directing and inspiring others (Social)
- **Medicine:** Healing injuries, diagnosing disease (Mental)
- **Melee:** Armed hand-to-hand combat (Physical)
- **Occult:** Secret lore, both real and unreal (Mental)
- **Performance:** Expressing art in person to an audience (Social)
- **Persuasion:** Convincing others (Social)
- **Politics:** Handling, moving, and making government (Mental)

- **Science:** Knowledge and theory of the physical world (Mental)
- **Stealth:** Not being seen, heard, or recognized (Physical)
- **Streetwise:** Understanding the ins and outs of criminal and urban society (Social)
- **Subterfuge:** Tricking others into doing your will (Social)
- **Survival:** Remaining alive in adverse surroundings (Physical)
- **Technology:** Understanding and using modern technology, computers, and online activity (Mental)

## DYNASTIES

- **Amenti:** The former stronghold of the Egyptian dead, destroyed by the Dja-akh. Also called the Dark Kingdom of Sand. Recently, it has become the collective name of the mummies created by spirits from that place.
- **Teomallki:** Are the new generation of South American mummies. Heirs to the Spell of Life that animated the Capacocha, the Teomallki negate many of the weaknesses of their predecessors.
- **Wu T'ian:** The Family of Heaven, are the Asian counterparts to the western mummies. They do not owe their allegiance to Osiris and were in turn not affected by the creation of the Amenti and the new Spell of Life.

## AMENTI (MTR1 PAGE 35)

- Kher-minu (Tomb Watchers)
- Khri-habi (Scroll-Bearers)
- Mesektet (Night Suns or Vessels of Ra)
- Sakhmu (Spirit Scepters)
- Sefekhi (Unbandaged Ones)
- Udja-sen (Judged Ones)

## TEOMALLKI (MTR1 PLAYERS GUIDE PAGE 78)

- Chaskimallki (Word Bearers)
- Intimallki (Sun Spears)
- Pachamallki (Stone Pillars)
- Uchumallki (Smoke Dancers)

## WU T'IAN (MTR1 PLAYERS GUIDE PAGE 86)

- Wu Feng (Family of the Phoenix or Phoenix Children)
- Xian Lung (Immortal Dragons or Dragon Children)

## HEKAU PATHS (MTR1 PAGE 76 AND MTR1 PLAYERS GUIDE PAGE 117)

- Amenti**
- **Amulets:** The creation of amulets and talismans.
  - **Alchemy:** The creation of potions and elixirs.
  - **Celestial:** The powers of the stars and the sky.
  - **Effigy:** The creation of servants.

■ **Necromancy:** The powers of the dead and the spirit world.

■ **Nomenclature:** The power of true names.

### Teomallki

■ **Alitu:** Powers of smoke, ash and hallucinogenic plants; they also know the spirits of rain, river and cloud, and in their Immu are the echoes of all these things

■ **Respiro:** Powers of purification and healing, and their command over cold can be used defensively or offensively.

■ **Sacrifice:** Is a variant version of the Hekau of Necromancy practiced by the Teomallki.

■ **Sarandu:** The magic that resonate with the earth and with their desert homelands.

■ **Saudade:** The magic of the wind, sky and the sacred names of things. The rites of Saudade invoke potent aspects of spirit, worship and sacrifice, as well as an underlying longing for renewal, regrowth and rebirth.

### Wu T'ian

■ **Feng Tan:** Translated as Phoenix Alchemy – is the sorcery of the Wu Feng. It grants the mastery over Yang to those who embrace and submit to it. They are unparalleled healers and hand-to-hand combatants, as their internal Yang energies animate their very flesh and those of everyone they come in contact with.

■ **Lung Tan:** Translated as Dragon Alchemy – is the sorcery of the Xian Lung. It invokes the aspects of Yin in all its manifold forms: Necromantic techniques are as well under the repertoire of Lung Tan as contemplativeness, resilience and passiveness. Lung Tan is used by converting the internal Yin Chi of the Xian Lung into outside effects.

## ADVANTAGES AND FLAWS

### Merits

(V5 page 181)

■ Linguistics (All)

■ Looks (All)

■ Archaic (All)

■ Mythic (only Folkloric Bane – adapted)

(H5 page 70)

■ Psychological Traits (All)

■ Substance Abuse (All)

### Backgrounds

(V5 page 186)

■ **Allies** (All): Human associates, usually friends

■ **Contacts** (All): The information sources you possess

■ **Fame** (All): How well-known you are among humans

■ **Influence** (All): Your political power within sleepers' society

■ **Haven** (All but Warding – named as 'Safe House'): A place to sleep safely

■ **Resources** (All): Wealth, belongings, and income

■ **Retainer** (All): Followers, guards, and servants

■ **Status** (All – adapted): Your standing in Undying society

(H5 page 72)

■ **Mask** (All): A false identity, complete with documentation

■ **Mentor**: A Mummy who advises and supports you: a mentor, patron, or confederate

(MtR1 page 60 and MtR1 Players Guide page 103)

■ **Arcane**: You are shrouded from the notice of the mortal world.

■ **Companion**: The spirit of an animal that was buried with your mortal body in its First Life accompanies you in Underworld.

■ **Ka (or Illi or Joss)**: The protection that vary from shrewd misdirection to outright attacks, and it is likely the source of many of the "mummy's curse" stories that arose over the centuries.

■ **Legacy**: Something that remains from your First Life to give you inspiration.

■ **Memory (or Tao)**: Your recollections from your First Life.

■ **Vessel (or Jade Talisman)**: You have an item that stores Lifeforce.

■ **Tomb**: You have a resting place for your body between lives while your spirit recovers in the underworld.