

**NAME:** THE MUMMY  
**SIDE:** Evil  
**SPECIES:** Monster  
**AGE:** Thousands years old  
**WEIGHT:** 170 **lbs**  
**BACKGROUND:** Former high priest of Karnak

**PLAYER:** NPC Villain  
**TRUE I.D.:** Kharis  
**BIRTHPLACE:** Ancient Egypt  
**CULTURE:** Primitive  
**GENDER:** Straight Cis Male  
**MASS:** d4

**MOTIVATION:** Dupe (under the control of high priests) / Vengeance (if free) **WEALTH:** d4  
**ORIGIN TYPE:** Mystical Project **LUCK:** 10-  
**LEGAL STATUS:** Undead monster

**CPs:**

**ABILITIES**

**IPs:**

	<b>INVENTING:</b> 6	<b>Unspent</b>	
30	ADAPTATION: Asphyxiation (5), Blood Loss (5), Disease (5), Poison/Venom (5), Sleep Deprivation (5), Time (2.5), Starvation (2.5)		
10	ARMOUR: Mummy wrappings, 6 Pts protection (10)		
15	HEIGHTENED ENDURANCE: +15 (15)		
25	HEIGHTENED SENSES: Can detect tana leaves, Full Sense (10), Global (10), Ranged (5)		
10	HEIGHTENED STRENGTH: +10 (10)		
40	INVULNERABILITY: Full invulnerability to Kinetic (20) and Biochemical damage (20)		
20	NATURAL WEAPONRY: Undead strength, +4 Hit Bonus (10), +4 Blunt Kinetic Damage (10)		
-5	CAN'T FEEL PAIN (-5)		
-5	MUTE (-5)		
-5	SLOW: 2/3 ground movement (-5)		
-10	SPECIAL REQUIREMENT: Requires the fluid from boiled tana leaves to remain alive, Rare (-7.5), During the cycle of the full moon (0), Becomes immobile without the tana leaf fluid (-2.5)		
-5	UNLIVING: 50% self-repair capability (-5)		

CPs	SCORE									
20	<b>ST</b>	30	SAVE	<b>CARRYING CAPACITY:</b>	7680 lbs	<b>BASE HTH DMG:</b>	2d8			
18	<b>EN</b>	33	14-	<b>ATTACKS:</b>	To Hit	Damage	Dmg Type	KB	<b>DEFENSES:</b>	
14	<b>AG</b>	14	11-	Punch	18-	2d8+4	Blunt Kinetic	Y	Physical	Mental
12	<b>IN</b>	12	11-						1	1
16	<b>CL</b>	16	11-							
V	<b>EXPERIENCE:</b>		<b>PROTECTION:</b>	Kinetic	Energy	Bio	Entropy	Psychic	Other	
V	Base	200	EARNED < <input type="text"/>	Armour	2	2	2			
V	Spent									
	Total	200								
	<b>INITIATIVE:</b> d6			<b>MOVE:</b> Ground: 18						
<b>POWER</b> ( 89 ):										
<b>HIT PTS</b> ( 38 ):									<b>HEALING:</b> 5.7	
<b>CAPS:</b> BCs: 50		Ability: 40	Dmg: 19	<b>GEAR:</b> Break: 13		Take: 14	Disarm: 11	<b>BGC:</b> 19		

**STORY:** The Mummy is Kharis, an ancient Egyptian high priest who fell in love with the princess Ananka. His love for the princess was forbidden since he was not royalty but only a high priest. When she died, he stole the sacred tana leaves in the hope of restoring life to her. Upon being discovered, his penalty was to be buried alive, without a tongue, and the tana leaves were buried with him. A curse was placed on his sarcophagus and remains. Kharis is doomed to an undead existence and furthermore, he is under the control of the high priest of Karnak.

Through the passing millenia, the high priests of Karnak passed the knowledge of Kharis' fate and the secret of the tana leaves from one to another. The high priests have used the mummy Kharis to get revenge against those that desecrate the royal tombs of Egypt.

The leaves are the secret to Kharis' continued existence. During the cycle of the full moon, the fluid from the brew of three tana leaves is to be administered to the creature to keep him alive. Should despoilers enter the tomb of the Princess, a fluid of nine leaves will restore movement to the monster. Without the fluid of the tana leaves, Kharis will become immobile and dormant.

It is unknown what would happen if Kharis consumes more than nine leaves at one period. Perhaps it would free him from the high priest's control and allow him to take his revenge on all of the living.