Mummy 2nd Edition

For those Egyptophiles out there, here is the reposting of the original text for the Mummy 2nd Edition Errata.

Disregarding the moronic omission of the Mummy 2nd character sheet, the new rules for freebie-point expenditure and Sekhem costs are atrocious.

We were trying to do something different with the freebie-point costs for mummies, much as we were with the Discipline variations between (say) Dark Ages Celerity and Masquerade Celerity. And, much as with the Dark Ages Discipline differences, this proved to be a foolish, bone-headed decision on WW's part. Mea culpa. So, without further ado, here are some alternate charts for mummy freebie-point expenditure.

Freebie Costs

Attribute - 5 Ability - 2 Hekau Path - 7 Background - 1 Virtue - 2 Sekhem - 2 Ba - N/A Ka - 4 Humanity - 1 Willpower - 1

Experience Costs

Cost to Increase Sekhem: current rating. Weather Spells: Certain Celestial magic and a couple of other spells cannot be figured per the normal method. In this case, treat the cost as (Level of the Spell+4).