

# SCION

## HERO

Name \_\_\_\_\_ Patron \_\_\_\_\_ Scion Type \_\_\_\_\_

Player \_\_\_\_\_ Pantheon \_\_\_\_\_ Chronicle \_\_\_\_\_

### SKILLS

- |   |       |   |       |
|---|-------|---|-------|
| <input type="checkbox"/> Academics _____    | 00000 | <input type="checkbox"/> Medicine _____   | 00000 |
| <input type="checkbox"/> Athletics _____    | 00000 | <input type="checkbox"/> Occult _____     | 00000 |
| <input type="checkbox"/> Close Combat _____ | 00000 | <input type="checkbox"/> Persuasion _____ | 00000 |
| <input type="checkbox"/> Culture _____      | 00000 | <input type="checkbox"/> Pilot _____      | 00000 |
| <input type="checkbox"/> Empathy _____      | 00000 | <input type="checkbox"/> Science _____    | 00000 |
| <input type="checkbox"/> Firearms _____     | 00000 | <input type="checkbox"/> Subterfuge _____ | 00000 |
| <input type="checkbox"/> Integrity _____    | 00000 | <input type="checkbox"/> Survival _____   | 00000 |
| <input type="checkbox"/> Leadership _____   | 00000 | <input type="checkbox"/> Technology _____ | 00000 |

### ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect _____ 00000	Might _____ 00000	Presence _____ 00000
FINESSE	Cunning _____ 00000	Dexterity _____ 00000	Manipulation _____ 00000
RESILIENCE	Resolve _____ 00000	Stamina _____ 00000	Composure _____ 00000

### PATHS/CONTACTS

Origin: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

Role: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

Pantheon: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

### DEEDS

Short \_\_\_\_\_   
 Long \_\_\_\_\_   
 Band \_\_\_\_\_

### VIRTUE

\_\_\_\_\_ 00000 \_\_\_\_\_

### EQUIPMENT

Item	Tags
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

### LEGEND

0 0 0 0

### MOMENTUM

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### HEALTH

- Bruised \_\_\_\_\_ +1d
- Bruised \_\_\_\_\_ +1d
- Bruised \_\_\_\_\_ +1d
- Injured \_\_\_\_\_ +2d
- Maimed \_\_\_\_\_ +4d

### CALLINGS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

### EXPERIENCE

Total: \_\_\_\_\_ Spent: \_\_\_\_\_ Remaining: \_\_\_\_\_  
 Spent On: \_\_\_\_\_

Taken Out \_\_\_\_\_  
 Movement Dice: \_\_\_\_\_  
 Defense Roll: \_\_\_\_\_







