

SCION

ORIGIN

Name _____

Chronicle _____

Player _____

Parent _____

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
RESISTANCE	Resolve _____ 00000	Stamina _____ 00000	Composure _____ 00000

PATHS

- _____
- _____
- _____
- _____
- _____

Effects: _____

DEEDS

- Short _____
- Long _____
- Band _____

VIRTUE

00000 _____

KNACKS

- _____
- _____
- _____
- _____
- _____

CONTACTS

- _____
- _____
- _____
- _____
- _____

CALLING

_____ 00000

MOMENTUM

□□□□□□□□□□

HEALTH

- Bruised _____ +1
 - Bruised _____ +1
 - Injured _____ +2
 - Injured _____ +2
 - Maimed _____ +4
- Taken Out _____

NOTES

Movement Dice: _____
 Defense Roll: _____