

# SCION

## DEMIGOD

Name \_\_\_\_\_ Calling \_\_\_\_\_ Pantheon \_\_\_\_\_  
 Player \_\_\_\_\_ Nature \_\_\_\_\_ God \_\_\_\_\_

### ATTRIBUTES

Physical		Social		Mental	
Strength	0000000000 □□□□□□□□	Charisma	0000000000 □□□□□□□□	Perception	0000000000 □□□□□□□□
Dexterity	0000000000 □□□□□□□□	Manipulation	0000000000 □□□□□□□□	Intelligence	0000000000 □□□□□□□□
Stamina	0000000000 □□□□□□□□	Appearance	0000000000 □□□□□□□□	Wits	0000000000 □□□□□□□□

### ABILITIES

<input type="checkbox"/> Academics _____ 00000	<input type="checkbox"/> Craft _____ 00000	<input type="checkbox"/> Melee _____ 00000
<input type="checkbox"/> Animal Ken _____ 00000	<input type="checkbox"/> _____ 00000	<input type="checkbox"/> Occult _____ 00000
<input type="checkbox"/> Art _____ 00000	<input type="checkbox"/> _____ 00000	<input type="checkbox"/> Politics _____ 00000
<input type="checkbox"/> _____ 00000	<input type="checkbox"/> Empathy _____ 00000	<input type="checkbox"/> Presence _____ 00000
<input type="checkbox"/> Athletics _____ 00000	<input type="checkbox"/> Fortitude _____ 00000	<input type="checkbox"/> Science _____ 00000
<input type="checkbox"/> Awareness _____ 00000	<input type="checkbox"/> Integrity _____ 00000	<input type="checkbox"/> _____ 00000
<input type="checkbox"/> Brawl _____ 00000	<input type="checkbox"/> Investigation _____ 00000	<input type="checkbox"/> _____ 00000
<input type="checkbox"/> Command _____ 00000	<input type="checkbox"/> Larceny _____ 00000	<input type="checkbox"/> Stealth _____ 00000
<input type="checkbox"/> Control _____ 00000	<input type="checkbox"/> Marksmanship _____ 00000	<input type="checkbox"/> Survival _____ 00000
<input type="checkbox"/> _____ 00000	<input type="checkbox"/> Medicine _____ 00000	<input type="checkbox"/> Thrown _____ 00000

### BIRTHRIGHTS

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

### WEAPONS

Weapon	SPD	ACC	DMG	DEF	RNG
_____	/	/	/	/	/
_____	/	/	/	/	/
_____	/	/	/	/	/
_____	/	/	/	/	/
_____	/	/	/	/	/

### BOONS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### WILLPOWER

0000000000  
 □□□□□□□□

### COMBAT

Dodge DV: \_\_\_\_\_  
 Parry DV: \_\_\_\_\_  
 Join Battle: \_\_\_\_\_

### VIRTUES

\_\_\_\_\_ 00000  
 \_\_\_\_\_ □□□□  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ □□□□  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ □□□□  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ □□□□

### KNACKS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### SOAK

B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_

### ARMOR

B \_\_\_\_\_ L \_\_\_\_\_ A \_\_\_\_\_

### LEGEND

000000000000  
 □□□□□□□□□□

Legend Points \_\_\_\_\_ | \_\_\_\_\_

### HEALTH

0	-1	-1	-2	-2	-4	I
□	□	□	□	□	□	□
□	□	□	□	□	□	□
□	□	□	□	□	□	□
□	□	□	□	□	□	□

### MOVEMENT

Move \_\_\_\_\_ Dash \_\_\_\_\_ Jump \_\_\_\_\_

### EXPERIENCE

Total \_\_\_\_\_ Spent \_\_\_\_\_ Remaining \_\_\_\_\_