

# SCION



Name \_\_\_\_\_ Calling \_\_\_\_\_ Pantheon \_\_\_\_\_  
 Player \_\_\_\_\_ Nature \_\_\_\_\_ Role \_\_\_\_\_

## 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  
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 \_\_\_\_\_ 00000  
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## KNACKS

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

## SOAK

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

## ARMOR

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

## LEGEND

000000000000  
 □□□□□□□□□□□□  
 Legend Points \_\_\_\_\_

## HEALTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## MOVEMENT

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

## EXPERIENCE

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