

# UNFORGOTTEN SCIONS

SHADOW NAME:  
 PLAYER:  
 CHRONICLE:

VIRTUE:  
 VICE:  
 CONCEPT:

PATH:  
 ORDER:  
 CABAL:

## ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

## SKILLS

## OTHER TRAITS

*MENTAL*  
 (-3 unskilled)

Rote Skill

<input type="checkbox"/> Academics	00000
<input type="checkbox"/> Computer	00000
<input type="checkbox"/> Crafts	00000
<input type="checkbox"/> Investigation	00000
<input type="checkbox"/> Medicine	00000
<input type="checkbox"/> Occult	00000
<input type="checkbox"/> Politics	00000
<input type="checkbox"/> Science	00000

*ARCANA*

Death	00000
Fate	00000
Forces	00000
Life	00000
Matter	00000
Mind	00000
Prime	00000
Spirit	00000
Space	00000
Time	00000

*HEALTH*

000000000000

□□□□□□□□□□

*WILLPOWER*

0000000000

□□□□□□□□

*GNOSIS*

0000000000

*MANA*

□□□□□□□□

□□□□□□□□

Points Per Turn: \_\_\_\_\_

*PHYSICAL*  
 (-1 unskilled)

Rote Skill

<input type="checkbox"/> Athletics	00000
<input type="checkbox"/> Brawl	00000
<input type="checkbox"/> Drive	00000
<input type="checkbox"/> Firearms	00000
<input type="checkbox"/> Larceny	00000
<input type="checkbox"/> Stealth	00000
<input type="checkbox"/> Survival	00000
<input type="checkbox"/> Weaponry	00000

*MERITS*

_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000
_____	00000

*WISDOM*

10	0
9	0
8	0
7	0
6	0
5	0
4	0
3	0
2	0
1	0

*SOCIAL*  
 (-1 unskilled)

Rote Skill

<input type="checkbox"/> Animal Ken	00000
<input type="checkbox"/> Empathy	00000
<input type="checkbox"/> Expression	00000
<input type="checkbox"/> Intimidation	00000
<input type="checkbox"/> Persuasion	00000
<input type="checkbox"/> Socialize	00000
<input type="checkbox"/> Streetwise	00000
<input type="checkbox"/> Subterfuge	00000

*FLAWS*

_____	_____
_____	_____
_____	_____

*PROTECTIVE SPELLS*

Name	Points
_____	_____
_____	_____
_____	_____
_____	_____

SIZE: \_\_\_\_\_

SPEED: \_\_\_\_\_

DEFENSE: \_\_\_\_\_

ARMOR: \_\_\_\_\_

INITIATIVE MOD: \_\_\_\_\_

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Favored Resistance Attribute – Acanthus, Moros, Thyrsus: +1 Composure; Mastigos, Obrimos: +1 Resolve • Arcana – 2 dots in 1st Arcanum, 2 dots in 2nd, 1 dot in 3rd, (two of these must be the Path's Ruling Arcana) +1 dot in any Arcanum • Rotes 6 • Merits 7 • (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Wisdom = 7 • Starting Gnosis = 1 • Starting Mana = Wisdom



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## OTHER TRAITS

_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000
_____00000	_____00000	_____00000

*MAGICAL STYLE* *DERANGEMENTS*

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

## EXPANDED MERITS

<i>ALLIES</i>	<i>RESOURCES</i>
_____ _____ _____	_____ _____ _____
<i>CONTACTS</i>	<i>SLEEPWALKER RETAINER</i>
_____ _____ _____	_____ _____ _____
<i>LIBRARY</i>	<i>STATUS</i>
_____ _____ _____	_____ _____ _____
<i>MENTOR</i>	<i>TIRALL</i>
_____ _____ _____	_____ _____ _____
<i>OTHER ( _____ )</i>	<i>OTHER ( _____ )</i>
_____ _____ _____	_____ _____ _____

## POSSESSIONS

<i>GEAR (CARRIED)</i>	<i>EQUIPMENT (OWNED)</i>
_____ _____ _____	_____ _____ _____
<i>ARTIFACTS</i>	<i>MISC</i>
_____ _____ _____	_____ _____ _____

## SANCTUM

<i>LOCATION</i>	<i>DESCRIPTION</i>
_____ _____ _____	_____ _____ _____

