

SCION

SORCERERS

Name _____	Patron _____	Scion Type _____
Player _____	Pantheon _____	Chronicle _____
Motifs _____	Source of Power _____	

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

DEEDS

Short _____

Long _____

Band _____

WORKINGS

Working _____	Inherent Technique _____
_____	_____
_____	_____
_____	_____
_____	_____

VIRTUE

_____ 00000 _____

KNACKS

LEGEND

0 0 0 0

MOMENTUM

□□□□□□□□□□□□

HEALTH

Bruised _____ +1d

Bruised _____ +1d

Bruised _____ +1d

Injured _____ +2d

Maimed _____ +4d

 Taken Out

CALLING & NOTES

Calling: _____ 00000

Notes: _____

Movement Dice: _____

Defense Roll: _____

Experience: _____

c - Complication, d - Difficulty, e - Enhancement

