THE ÆSIR

Name | Patron | Scion Type

Player | Concept | Chronicle

SKILLS

- ☐ Academics OOOOO
- ☐ Athletics OOOOO
- ☐ Close Combat OOOOO
- ☐ Culture OOOOO
- ☐ Empathy OOOOO
- ☐ Firearms OOOOO
- ☐ Integrity OOOOO
- ☐ Leadership OOOOO
- ☐ Medicine OOOOO
- ☐ Occult OOOOO
- ☐ Persuasion OOOOO
- ☐ Pilot OOOOO
- ☐ Science OOOOO
- ☐ Subterfuge OOOOO
- ☐ Survival OOOOO
- ☐ Technology OOOOO

ATTRIBUTES

	MENTAL	PHYSICAL	SOCIAL
POWER	Intellect ●OOOO	Might ●OOOO	Presence ●OOOO
FINESSE	Cunning ●OOOO	Dexterity ●OOOO	Manipulation ●OOOO
RESILIENCE	Resolve ●OOOO	Stamina ●OOOO	Composure ●OOOO

PATHS

☐
☐
☐
☐

BIRTHRIGHTS

Legendary Title: ☐

CONTACTS

DEEDS

- Short ☐
- Long ☐
- Band ☐

VIRTUE

OOOOO

KNACKS

CALLINGS

OOOOO
OOOOO
OOOOO

BOONS/PURVIEWS

MOMENTUM

☐☐☐☐☐☐☐☐☐☐☐☐

DIVINITY DICE

☐☐☐☐☐☐☐☐☐☐☐☐

LEGEND

●●●●OOOO

☐☐☐☐☐☐☐☐

HEALTH

- ☐ Bruised _____ +1d ☐
- ☐ Bruised _____ +1d ☐
- ☐ Bruised _____ +1d ☐
- ☐ Injured _____ +2d ☐
- ☐ Maimed _____ +4d ☐

Taken Out

Movement Dice: _____

Defense Roll: _____

Experience: _____

c – Complication, d – Difficulty, e – Enhancement