



THE SHÉN

Name _____ Mantle _____ Scion Type _____

Player _____ Concept _____ Chronicle _____

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
RESILIENCE	Resolve _____ 00000	Stamina _____ 00000	Composure _____ 00000

PATHS

- _____
- _____
- _____
- _____

BIRTHRIGHTS

- _____
 - _____
 - _____
 - _____
- Legendary Title: _____

MAIN CONTACT

- _____
- _____
- _____

DEEDS

- Short _____
- Long _____
- Band _____

VIRTUE

- _____ 00000 _____

KNACKS

- _____
- _____
- _____

CALLINGS

- _____ 00000
- _____ 00000
- _____ 00000

BOONS/PURVIEWS

- _____
- _____
- _____

MOMENTUM

-

DIVINITY DICE

-

HEALTH

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

LEGEND

- 00000000000000
-

Taken Out _____

Movement Dice: _____

Defense Roll: _____

Experience: _____

