



THE ÆSIR



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

- _____
- _____
- _____
- _____

DEEDS

- Short _____
- Long _____
- Band _____

BIRTHRIGHTS

VIRTUE

_____ 00000 _____

Legendary Title: _____

KNACKS

MAIN CONTACT

CALLINGS

_____ 00000

_____ 00000

_____ 00000

MOMENTUM

□□□□□□□□□□□□

HEALTH

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

BOONS/PURVIEWS

DIVINITY DICE

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LEGEND

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Taken Out _____

Movement Dice: _____

Defense Roll: _____

Experience: _____

