



# THE TENGRI



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/CONTACTS

Origin: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

Role: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

Pantheon: \_\_\_\_\_  
 Skills: \_\_\_\_\_  
 Contacts: \_\_\_\_\_

## DEEDS

Short \_\_\_\_\_   
 Long \_\_\_\_\_   
 Band \_\_\_\_\_

## VIRTUE

\_\_\_\_\_ 00000 \_\_\_\_\_

## EQUIPMENT

Item	Tags
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

## LEGEND

000000000000  
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## MOMENTUM

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## HEALTH

- |  |                          |
|--|--------------------------|
| <input type="checkbox"/> Bruised _____ +1d | <input type="checkbox"/> |
| <input type="checkbox"/> Bruised _____ +1d | <input type="checkbox"/> |
| <input type="checkbox"/> Bruised _____ +1d | <input type="checkbox"/> |
| <input type="checkbox"/> Injured _____ +2d | <input type="checkbox"/> |
| <input type="checkbox"/> Maimed _____ +4d  | <input type="checkbox"/> |

## CALLINGS

\_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000  
 \_\_\_\_\_ 00000

## DIVINITY DICE

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## EXPERIENCE

Total: \_\_\_\_\_ Spent: \_\_\_\_\_ Remaining: \_\_\_\_\_

Taken Out \_\_\_\_\_  
 Movement Dice: \_\_\_\_\_  
 Defense Roll: \_\_\_\_\_





