

# SCION

## DEMIGOD



Name \_\_\_\_\_

Calling \_\_\_\_\_

Pantheon \_\_\_\_\_

Player \_\_\_\_\_

Nature \_\_\_\_\_

God \_\_\_\_\_

### ATTRIBUTES

| Physical  |                       | Social       |                       | Mental       |                       |
|-----------|-----------------------|--------------|-----------------------|--------------|-----------------------|
| Strength  | ●○○○○○○○○<br>□□□□□□□□ | Charisma     | ●○○○○○○○○<br>□□□□□□□□ | Perception   | ●○○○○○○○○<br>□□□□□□□□ |
| Dexterity | ●○○○○○○○○<br>□□□□□□□□ | Manipulation | ●○○○○○○○○<br>□□□□□□□□ | Intelligence | ●○○○○○○○○<br>□□□□□□□□ |
| Stamina   | ●○○○○○○○○<br>□□□□□□□□ | Appearance   | ●○○○○○○○○<br>□□□□□□□□ | Wits         | ●○○○○○○○○<br>□□□□□□□□ |

### ABILITIES

|                                     |       |  |       |                                   |       |
|-------------------------------------|-------|--|-------|-----------------------------------|-------|
| <input type="checkbox"/> Academics  | ○○○○○ | <input type="checkbox"/> Craft         | ○○○○○ | <input type="checkbox"/> Melee    | ○○○○○ |
| <input type="checkbox"/> Animal Ken | ○○○○○ | <input type="checkbox"/>               | ○○○○○ | <input type="checkbox"/> Occult   | ○○○○○ |
| <input type="checkbox"/> Art        | ○○○○○ | <input type="checkbox"/>               | ○○○○○ | <input type="checkbox"/> Politics | ○○○○○ |
| <input type="checkbox"/>            | ○○○○○ | <input type="checkbox"/> Empathy       | ○○○○○ | <input type="checkbox"/> Presence | ○○○○○ |
| <input type="checkbox"/> Athletics  | ○○○○○ | <input type="checkbox"/> Fortitude     | ○○○○○ | <input type="checkbox"/> Science  | ○○○○○ |
| <input type="checkbox"/> Awareness  | ○○○○○ | <input type="checkbox"/> Integrity     | ○○○○○ | <input type="checkbox"/>          | ○○○○○ |
| <input type="checkbox"/> Brawl      | ○○○○○ | <input type="checkbox"/> Investigation | ○○○○○ | <input type="checkbox"/>          | ○○○○○ |
| <input type="checkbox"/> Command    | ○○○○○ | <input type="checkbox"/> Larceny       | ○○○○○ | <input type="checkbox"/> Stealth  | ○○○○○ |
| <input type="checkbox"/> Control    | ○○○○○ | <input type="checkbox"/> Marksmanship  | ○○○○○ | <input type="checkbox"/> Survival | ○○○○○ |
| <input type="checkbox"/>            | ○○○○○ | <input type="checkbox"/> Medicine      | ○○○○○ | <input type="checkbox"/> Thrown   | ○○○○○ |

### BIRTHRIGHTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### WEAPONS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### KNACKS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### WILLPOWER

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□□□□□□□□□□

### SOAK

A \_\_\_\_\_ L \_\_\_\_\_ B \_\_\_\_\_

### ARMOR

A \_\_\_\_\_ L \_\_\_\_\_ B \_\_\_\_\_

### EXPERIENCE

\_\_\_\_\_

### VIRTUES

○○○○○

○○○○○

○○○○○

○○○○○

### LEGEND

○○○○○○○

○○○○○○○

Legend Points

### HEALTH

|   |   |   |   |   |    |   |
|---|---|---|---|---|----|---|
| 0 | 0 | 0 | 0 | 0 | -4 | I |
| □ | □ | □ | □ | □ | □  | □ |
| □ | □ | □ | □ | □ | □  | □ |
| □ | □ | □ | □ | □ | □  | □ |

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