



SCION



Name: _____ PATHS Path Skills
 Player: _____ Origin: _____
 Concept: _____ Role: _____
 _____ Pantheon: _____

ATTRIBUTES

MENTAL

PHYSICAL

SOCIAL

- | | | |
|---|--|---|
| <input type="checkbox"/> Force Intellect ●○○○○ | <input type="checkbox"/> Might ●○○○○ | <input type="checkbox"/> Presence ●○○○○ |
| <input type="checkbox"/> Finesse Cunning ●○○○○ | <input type="checkbox"/> Dexterity ●○○○○ | <input type="checkbox"/> Manipulation ●○○○○ |
| <input type="checkbox"/> Resilience Resolve ●○○○○ | <input type="checkbox"/> Stamina ●○○○○ | <input type="checkbox"/> Composure ●○○○○ |



SKILLS

LEGEND

LEGENDARY TITLE

- | | | | |
|--------------|-------|--|-------|
| Academics | ○○○○○ | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ | _____ |
| Athletics | ○○○○○ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | _____ |
| Culture | ○○○○○ | | _____ |
| Close Combat | ○○○○○ | | _____ |
| Empathy | ○○○○○ | | _____ |
| Firearms | ○○○○○ | | _____ |
| Integrity | ○○○○○ | | _____ |
| Leadership | ○○○○○ | | _____ |
| Medicine | ○○○○○ | | _____ |
| Occult | ○○○○○ | <input type="checkbox"/> | _____ |
| Persuasion | ○○○○○ | <input type="checkbox"/> | _____ |
| Pilot | ○○○○○ | <input type="checkbox"/> | _____ |
| Science | ○○○○○ | <input type="checkbox"/> | _____ |
| Subterfuge | ○○○○○ | <input type="checkbox"/> | _____ |
| Survival | ○○○○○ | | _____ |
| Technology | ○○○○○ | | _____ |

CALLINGS & KNACKS

CALLING: _____ ○○○○○

Fatebinding Roles: _____

KNACKS Skill Effects

CALLING: _____ ○○○○○

Fatebinding Roles: _____

KNACKS Skill Effects

Defence: _____ Armor: _____

INJURY CONDITIONS

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

- _____
- _____
- _____
- _____

CALLING: _____ ○○○○○

Fatebinding Roles: _____

KNACKS Skill Effects

- _____
- _____
- _____
- _____

DEEDS

Short-term: _____

Long-term: _____

Band: _____

EXPERIENCES _____

FATEBINDINGS

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

NAME: _____

Role: _____ ○○○○○

NOTES

MOTIFS

MOTIF

SOURCE

MOTIF

SOURCE

MOTIF

SOURCE

BIRTHRIGHTS

BIRTHRIGHT: _____ ○○○○○

EFFECTS

BIRTHRIGHT: _____ ○○○○○

EFFECTS

BIRTHRIGHT: _____ ○○○○○

EFFECTS

PURVIEWS

PURVIEW: _____ Source: _____

Innate Power: _____

BOON: _____ Cost: _____ Action: _____ Roll: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____ Roll: _____

Effects: _____

PURVIEW: _____ Source: _____

Innate Power: _____

BOON: _____ Cost: _____ Action: _____ Roll: _____

Effects: _____

BOON: _____ Cost: _____ Action: _____ Roll: _____

Effects: _____

PURVIEW: _____ Source: _____

Innate Power: _____

BOON: _____ Cost: _____ Action: _____ Roll: _____

Effects: _____

PURVIEW: _____ Source: _____

Innate Power: _____

BOON: _____ Cost: _____ Action: _____ Roll: _____

Effects: _____
