

SCION CHARACTER

initiative dice

wound dice

physical

mental

weariness

super FIRE

super AIR

super WATER

super EARTH

NAME _____

BACKGROUND _____

GENDER _____

SIRE _____

WEALTH _____

AWAKENED RANK HERITAGE RANK HUMANITY RANK HOARD RANK

KARMA POOL
(EARTH x 5)

CURRENT

HUMANITY POINTS

current spent/past

HERITAGE POINTS

<W	NO EFFECT
W+	MINOR WOUND
2W+	- 1
3W+	- 2
4W+	- 3
5W+	- 4
6W+	- 5
7W+	- 6

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ARMOR

NAME	AV	SC	WR
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_____	---	---	---
_____	---	---	---

RANK	RR	SKILLS
___	()	Athletics
___	()	Melee
___	()	Stamina
___	()	Quickness
___	()	Ranged
___	()	Travel
___	()	Casting
___	()	Craft _____
___	()	Craft _____
___	()	Interaction
___	()	Ka
___	()	Knowledge _____
___	()	Knowledge _____
___	()	Knowledge _____
___	()	Knowledge _____
___	()	Knowledge _____
___	()	Knowledge _____
___	()	Medicine
___	()	Research
___	()	Senses
___	()	Stealth
___	()	Tech : Mechanics
___	()	Tech : Electronics
___	()	Tech : Engineering
___	()	Trickery
___	()	Will
___	()	_____
___	()	_____

EDGES, POWERS & LEGACY

RANK	NAME	EFFECT
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
---	_____	_____
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FIGHTING STYLE : PREFERRED MOVES

TH	NAME	MOVES	PR	PAYOFF
---	_____	_____	---	_____
---	_____	_____	---	_____
---	_____	_____	---	_____
---	_____	_____	---	_____

WEAPONS

NAME	DAMAGE	RANGE	LIGHT/MEDIUM/HEAVY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

WEAPONS

NAME	DAMAGE	RANGE	LIGHT/MEDIUM/HEAVY
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

FIGHTING STYLE

TH	NAME	MOVES	PR	PAYOFF
---	_____	_____	---	_____
---	_____	_____	---	_____
---	_____	_____	---	_____
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FIGHTING STYLE

TH	NAME	MOVES	PR	PAYOFF
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FIGHTING STYLE

TH	NAME	MOVES	PR	PAYOFF
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DESCRIPTION**EQUIPMENT**

DESCRIPTION**KARMIC ITEMS**

SPELLS

RANK	NAME	EFFECT	CASTING OPTIONS/RITUALS
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SCION DESCRIPTION

MISCELLANEOUS

SKETCH

