

# Quest for Chevar

Character:	Archetype:	Ancestry:	Player:
Upbringing:	Occupation:	XP	Total <span style="border: 1px solid black; padding: 2px;"> </span> Unspent <span style="border: 1px solid black; padding: 2px;"> </span>

<b>Dexterity</b> <span style="float:right">Spent</span> ○○○○○○○○ <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Strength</b> <span style="float:right">Spent</span> ○○○○○○○○ <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Fortitude</b> <span style="float:right">Spent</span> ○○○○○○○○ <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Wits</b> <span style="float:right">Spent</span> ○○○○○○○○ <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Charisma</b> <span style="float:right">Spent</span> ○○○○○○○○ <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Will</b> <span style="float:right">Spent</span> ○○○○○○○○ <span style="border: 1px solid black; padding: 2px;"> </span>

<b>Fatigue:</b> <span style="margin-left: 20px;">Limit</span> <span style="margin-left: 20px;">Taken</span> <span style="border: 1px solid black; padding: 2px;"> </span> <span style="border: 1px solid black; padding: 2px;"> </span>	<b>Speed (yds):</b> <span style="border: 1px solid black; padding: 2px;"> </span>	<b>Held Dice</b> <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Toughness:</b> <span style="border: 1px solid black; padding: 2px;"> </span>		

<b>Body Armor</b> <span style="margin-left: 100px;">Source</span> <span style="border: 1px solid black; padding: 2px;"> </span> <span style="border: 1px solid black; padding: 2px;"> </span>
<b>Mental Defense</b> <span style="margin-left: 100px;">Source</span> <span style="border: 1px solid black; padding: 2px;"> </span> <span style="border: 1px solid black; padding: 2px;"> </span>

<b>Trauma</b>					
<b>Treated</b>	<b>Minor</b>	<b>Greater</b>	<b>Major</b>	<b>Severe</b>	<b>Deadly</b>
Physical, effects movement and physical action					
<span style="border: 1px solid black; padding: 2px;"> </span> <b>Body</b>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>
Mental, effects cognition, reactions, morale					
<span style="border: 1px solid black; padding: 2px;"> </span> <b>Mind</b>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>	<span style="border: 1px solid black; padding: 2px;"> </span>

<b>Success Ladder</b>	
<b>Push:</b> Increase Success 1 Step	
Spend 1 Attribute Point, take Complication	
<b>Failure</b>	<b>1-9</b>
Action Fails.	
<b>Mixed Failure</b>	<b>10-14</b>
Goal fails. Can Salvage or Create Opening	
<b>Partial Success</b>	<b>15-19</b>
Goal succeeds partly or with Complication	
<b>Total Success</b>	<b>20+</b>
Goal Succeeds.	
<b>Critical Success</b>	<b>Success + 2 Max Dice</b>
Total Success +1d forward, usable immediately	

<b>Equipment:</b>

<b>Archetypal Trait:</b>

<b>Ancestry Features:</b>

<b>General Traits:</b>

Physical Skills			Interaction Skills			Magic Skill		
Skill	Signature	Ranks	Skill	Signature	Ranks	Skill	Signature	Ranks
<b>Acrobatics</b> ○			<b>Light Fighting</b> ○			<b>Command</b> ○		
Aerobatics			Striking			Inspiration		
Parkour			Deflection			Intimidation		
Sprinting			Utility			Strategy		
<b>Athletics</b> ○			<b>Perception</b> ○			<b>Computers</b> ○		
Calisthenics			Awareness			Coding		
Endurance			Examination			Hacking		
Feats of Strength			Insight			Hardware		
<b>Archery</b> ○			<b>Stealth</b> ○			<b>Con</b> ○		
Precision			Blending			Deception		
Speed			Legerdmain			Disguises		
Trickshooting			Sneaking			Mentalism		
<b>Defending</b> ○			<b>Shooting</b> ○			<b>Handle Animal</b> ○		
Bracing			Precision			Command		
Feinting			Speed			Husbandry		
Riposte			Tactical			Riding		
<b>Hand To Hand</b> ○			<b>Thievery</b> ○			<b>Hunting</b> ○		
Grappling			Lockpicking			Navigation		
Redirection			Pickpocketing			Tracking		
Striking			Sabotage			Trapping		
<b>Heavy Fighting</b> ○			<b>Throwing</b> ○			<b>Influence</b> ○		
Striking			Distance			Flying		
Blocking			Precision			Negotiation		
Utility			Speed			Rapport		





**Spells and Techniques**

<b>Name:</b>	<b>AP Cost:</b>
<b>Activation:</b>	<b>Ranks:</b>
<b>Skill/Specialty:</b>	
<b>Description:</b>	
<b>1-9:</b>	
<b>10-14:</b>	
<b>15-19:</b>	
<b>20+:</b>	
<b>Critical:</b>	

<b>Name:</b>	<b>AP Cost:</b>
<b>Activation:</b>	<b>Ranks:</b>
<b>Skill/Specialty:</b>	
<b>Description:</b>	
<b>1-9:</b>	
<b>10-14:</b>	
<b>15-19:</b>	
<b>20+:</b>	
<b>Critical:</b>	

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<b>Skill/Specialty:</b>	
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<b>1-9:</b>	
<b>10-14:</b>	
<b>15-19:</b>	
<b>20+:</b>	
<b>Critical:</b>	

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<b>Skill/Specialty:</b>	
<b>Description:</b>	
<b>1-9:</b>	
<b>10-14:</b>	
<b>15-19:</b>	
<b>20+:</b>	
<b>Critical:</b>	

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<b>Skill/Specialty:</b>	
<b>Description:</b>	
<b>1-9:</b>	
<b>10-14:</b>	
<b>15-19:</b>	
<b>20+:</b>	
<b>Critical:</b>	

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<b>1-9:</b>	
<b>10-14:</b>	
<b>15-19:</b>	
<b>20+:</b>	
<b>Critical:</b>	