

Quest for Chevar

Character:	Archetype:	Ancestry:	Player:		
Upbringing:		Occupation:	XP	Total	Unspent

Dexterity Spent
 ○ ○ ○ ○ ○ ○ ○ ○

	Limit	Taken
Fatigue:		

Speed (yds):	
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Held Dice

Toughness:	
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Strength	Spent
○ ○ ○ ○ ○ ○ ○ ○ ○ ○	<input type="text"/>

Body Armor	Source
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Mental Defense	Source
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Fortitude Spent

Wits	Spent
o o o o o o o o	<input type="text"/>

Charisma	Spent
o o o o o o o o o	<input type="text"/>

Will Spent
 ○ ○ ○ ○ ○ ○ ○ ○

Treated Trauma

Minor	Greater	Major	Severe	Deadly
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Physical, effects movement and physical action						
Body						

Mental, effects cognition, reactions, morale						
	Mind					

Success Ladder

Push: Increase Success 1 Step

Spend 1 Attribute Point, take Complication

<u>Failure</u>	<u>1-9</u>
Action Fails.	

<u>Mixed Failure</u>	<u>10-14</u>
Goal fails. Can Salvage or Create Opening	

<u>Partial Success</u>	<u>15-19</u>
Goal succeeds partly or with Complication	

<u>Total Success</u>	<u>20+</u>
Goal Succeeds.	

Critical Success	Success + 2 Max Dice
Total Success +1d forward, usable immediately	

Equipment:

Ancestry Features:

Archetypal Trait:

General Traits:

[illegible]

Height:	Weight:	Eyes:	Hair:	Pronouns:	Age:
Physical Description:				Era:	

Trait Details

Backstory

Spells and Techniques

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

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