

Crossroads

Name:

Pronouns:

Upbringing:

Player:

Ancestry

Archetype:

Phys. description:

Catalyst:

Vibe:

Grace

Will

0 0 0 0 0 0 0 0
0 0 0

0 0 0 0 0 0 0 0
0 0 0

Strength

Wits

0 0 0 0 0 0 0 0
0 0 0

0 0 0 0 0 0 0 0
0 0 0

Gear

Primary Weapon range Properties

Weapon range Properties

Armor type defense bonus

Tools properties

Contacts

Defenses

Toughness Thresholds

Body

Mind

Minor

Major

Severe

Injury

0 0 0 0 0 0 0 0

Stress

0 0 0 0 0 0 0 0

Experience

0 0 0
0 0 0
0 0 0

0 0 0
0 0 0
0 0 0

Advancement

Cursed Failure

1-9

Fails, with Cost or Complication, cannot Push

Mitigated Failure

10-14

Goal fails. Can Create Opening, or 1AP to Push

Partial Success

15-19

Success with Cost or Complication, 1AP to Push

Total Success

20+

Success, Mark 1 Minor Advancement

Critical Success Success + 2 Max Dice

Total Success, Gain 1 AP, Can Upgrade Action

Interaction Skills

Magic Skills

Physical Skills

Animal Handling O		Influence O		Aeromancy O		Geomancy O		Acrobatics O		Light Weaponry O	
Command		Diplomacy		Aerokinesis		Vibrolocation		Aerobatics		Striking	
Husbandry		Rapport		Aerolocation		Lithodermesis		Flexibility		Parrying	
Riding		Wordplay		Echokinesis		Telekinesis		Parkour		Misdirection	
Bushcraft O		Investigation O		Animism O		Goetia O		Athletics O		Marksmanship O	
Shelter		Analysis		Communion		Gaes		Endurance		Precision	
Herbology		Interviewing		Restoration		Invocation		Power		Maintenance	
Foraging		Research		Journeying		Malisons		Speed		Tactical	
Command O		Linguistics O		Beguilement O		Hermeticism O		Discipline O		Perception O	
Inspiration		Cryptography		Charms		Alchemy		Focus		Awareness	
Intimidation		Mimicry		Empathy		Sigils		Self-Healing		Examination	
Strategy		Cyphers		Glamours		Transmutation		Body Control		Insight	
Computers O		Mechanics O		Divination O		Hydromancy O		Hand To Hand O		Performance O	
Hacking		Robotics		Augury		Biomancy		Grappling		Dance	
Hardware		Tinkering		Psychometry		Cryokinesis		Redirection		Singing	
Operations		Vehicles		Sight		Hydrokinesis		Striking		Oration	
Con O		Medicine O		Dweomercraft O		Pyromancy O		Heavy Weaponry O		Stealth O	
Deception		Pharmacology		Meta-Magic		Combustion		Striking		Blending	
Disguises		Surgery		Artificers		Convection		Blocking		Legerdemain	
Mentalism		Treatment		Topomancy		Luminance		Control		Skulking	
Craft O		Vehicle Op. O		Electromancy O		Umbramancy O		Hunting O		Thievery O	
Art		Aerospace		Conduction		Umbrakenesis		Navigation		Lockpicking	
Building		Land		Astropakenesis		Umbralocation		Tracking		Pickpocketing	
Gear		Water		Modulation		Vitiation		Trapping		Sabotage	

Ancestry Traits:

Archetypal Traits:

General Traits:

Vulnerabilities:

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Spells and Techniques

Name:	
Skill:	Attribute: 2 options
Mastery: what benefit comes from higher master in the skill?	
Description:	
Basic Move:	
success earns 1 AP, encompasses multiple types	
of actions/multiple specialties of the skill	
Advanced Move:	
costs 1 AP or requires a total success	
Master Move:	
costs 1 or more AP	
Perfect Moment:	
req critical success, allows Master Move with no AP cost	

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