

Crossroads

Name:

Pronouns:

Upbringing:

Player:

Ancestry

Archetype:

Phys. description:

Catalyst:

Vibe:

Grace <input type="checkbox"/>	Will <input type="checkbox"/>
○○○○○○○○○○	○○○○○○○○○○
□ □ □	□ □ □
Strength <input type="checkbox"/>	Wits <input type="checkbox"/>
○○○○○○○○○○	○○○○○○○○○○
□ □ □	□ □ □

Gear		
Primary Weapon	range	Properties
Weapon	range	Properties
Armor	type	defense bonus
Tools	properties	

Contacts

Defenses	Toughness Thresholds
<input type="checkbox"/> Body <input type="checkbox"/> Mind	Minor <input type="checkbox"/> Major <input type="checkbox"/> Severe <input type="checkbox"/>
Injury	
□ □ □ □ □ □ □ □	
Stress	
□ □ □ □ □ □ □ □	

Experience
□ □ □
□ □ □
□ □ □
□ □ □
□ □ □
□ □ □

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

Spells and Techniques

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

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

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

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