

# Quest for Chevar

Character:	Archetype:	Player:
Ancestry:	Home:	Level: Ttl xp:

Dexterity	Spent
○○○○○○○○	

Total	Taken
Fatigue:	

Toughness:	
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XP Unused:	
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Strength	Spent
○○○○○○○○	

Trauma	Treated	Minor	Major	Severe
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Body				
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Physical, effects movement and physical action

Mind				
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Mental, effects cognition, reactions, morale

Armor

Body

Mind

Fortitude	Spent
○○○○○○○○	

Intellect	Spent
○○○○○○○○	

Charisma	Spent
○○○○○○○○	

Will	Spent
○○○○○○○○	

Equipment:

Resources:

1 Attribute Point to Increase Success 1 Step

Failure 1-9

Action Fails.

Mixed Failure 10-14

Primary Goal fails. Salvage, Gain Success w/cost

Partial Success 15-19

Success w/ complication.

Total Success 20+

Unmitigated Success, Success w/bonus +cost

Critical Success Success + 2 6s

Success +1d fatigue/bonus, +effect, upgrade action

Ancestry Features:

Archetypal Traits:

Traits:

Vulnerabilities:

Spells and Techniques	Skill/Specialty	Ranks
Name:		
Notes:		
Name:		
Notes:		
Name:		
Notes:		
Name:		
Notes:		

Physical Skills			
Skill	Rank	Skill	Rank
<b>Acrobatics</b>		<b>Light Fighting</b>	
Aerobatics		Striking	
Parkour		Defense	
Tumble		Utility	
<b>Athletics</b>		<b>Defense</b>	
Climb & Swim		Shield-Bash	
Run & Jump		Shield-Wall	
Feats of Strength		Riposte	
<b>Archery</b>		<b>Stealth</b>	
Fast		Blend	
Precise		Legerdemain	
Trickshot		Sneak	
<b>Endurance</b>		<b>Throwing</b>	
Fortitude		Fast	
Resistance		Precise	
Resolve		Trickshot	
<b>Shooting</b>		<b>Heavy Fighting</b>	
Fast		Striking	
Precise		Defense	
Trickshot		Utility	
<b>Artillery</b>		<b>Thievery</b>	
Operation		Lockpick	
Maintenance		Pickpocket	
Gunnery		Sabotage	
<b>Martial Arts</b>			
Aggressive			
Grappling			
Counter			

Interaction Skills			
Skill	Rank	Skill	Rank
<b>Command</b>		<b>Investigate</b>	
Inspire		Deduction	
Intimidate		Gather Info.	
Tactics		Research	
<b>Computers</b>		<b>Linguistics</b>	
Code		Decipher	
Software		Mimicry	
Hardware		Riddle	
<b>Con</b>		<b>Mechanics</b>	
Decieve		Vehicles	
Disguise		Tinkering	
Read		Robotics	
<b>Craft/Art/Sci.</b>		<b>Medicine</b>	
		Pharm.	
		Surgery	
		Treatment	
<b>Handle Animal</b>		<b>Perception</b>	
Riding		Insight	
Command		Observation	
Husbandry		Search	
<b>Hunting</b>		<b>Survival</b>	
Encamp		Forage	
Track		Herbology	
Trapping		Navigation	
<b>Influence</b>		<b>Vehicle Op.</b>	
Negotiation		Aerospace	
Flyting		Land	
Savoir-fair		Water	

Magic Skill			
Skill	Rank	Skill	Rank
<b>Aeromancy</b>		<b>Geomancy</b>	
Gale		Earthsense	
Whisper		Stone-skin	
Wind Walking		Inertia	
<b>Alchemy</b>		<b>Hex</b>	
Preparations		Bind	
Sigils		Curse	
Transmutation		Invoke	
<b>Beguile</b>		<b>Hydromancy</b>	
Charm		Biomancy	
Empathy		Hydrokenisis	
Glamours		Cryokenesis	
<b>Divination</b>		<b>Pyromancy</b>	
Augury		Combustion	
Sight		Convection	
Psychometry		Luminance	
<b>Echomancy</b>		<b>Sacramancy</b>	
Echokenisis		Bless	
Echolocation		Cleanse	
Resonance		Rebuke	
<b>Electromancy</b>		<b>Sombramancy</b>	
Conductivity		Shadow Walk	
Lightning		Sombrakenisis	
Signal		Vitiate	
<b>Enchantment</b>		<b>Shamanism</b>	
Meta-Magic		Commune	
Imbuing		Restoration	
Place Magic		Spirit Walk	

[illegible]

**Trait Details:**

**Notes:**

**Notes:**

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