

TALES FROM QUEENSARCH
CHARACTER SHEET

CHARACTER	PLAYER

CONNECTIONS

HOPE

MOXIE

WEALTH

ENTHUSIASM

[]

[]

[]

[]

[]

CONSTITUTION

Damage (harm)	/ RESIST
Malady (harm)	/ RESIST
Tilt (harm)	/ RESIST
Trauma	/ PERSISTENCE

[] BANDAGED	DOWNED []
[] EXHAUSTED	OTHER []

ENTHUSIASM

[]

[]

[]

[]

[]

PROJECTS

	/
	/
	/
	/
	/

ENTHUSIASM

[]

[]

[]

[]

[]

INVENTORY

DEMAND

TALES FROM QUEENSARCH

SKILLS AND ADVANTAGES

Roll 1d12 + skill training; pick up to one advantage per category and add potency.

	SKILLS	INSPIRATIONS
SOCIAL	Barter +_____ [D/C]	_____ +_____★
	Convince +_____ [D/C]	_____ +_____★
	Deceive +_____ [D/C]	_____ +_____★
	Embarrass +_____ [D/C]	_____ +_____★
	Enamor +_____ [D/C]	_____ +_____★
	Impress +_____ [D/C]	_____ +_____★
	Inspire +_____ [D/C]	_____ +_____★
	Intimidate +_____ [D/C]	_____ +_____★
	Intuit +_____ [D/C]	_____ +_____★
SITUATION	Investigate +_____ [D/C]	_____ +_____★
	Observe +_____ [D/C]	_____ +_____★
	Orient +_____ [D/C]	_____ +_____★
	Recall +_____ [D/C]	_____ +_____★
	Research +_____ [D/C]	_____ +_____★
TRADE	Administrate +_____ [D/C]	_____ +_____★
	Craft +_____ [D/C]	_____ +_____★
	Illustrate +_____ [D/C]	_____ +_____★
	Invent +_____ [D/C]	_____ +_____★
	Operate +_____ [D/C]	_____ +_____★
	Perform +_____ [D/C]	_____ +_____★
	Thieve +_____ [D/C]	_____ +_____★
COMBAT	Aim +_____ [D/C]	_____ +_____★
	Brawl +_____ [D/C]	_____ +_____★
	Duel +_____ [D/C]	_____ +_____★
PHYSICAL	Balance +_____ [D/C]	_____ +_____★
	Coordinate +_____ [D/C]	_____ +_____★
	Exert +_____ [D/C]	_____ +_____★
	Reflex +_____ [D/C]	_____ +_____★
	Sneak +_____ [D/C]	_____ +_____★
		RELATIONSHIPS
		_____ +_____★
		_____ +_____★
		_____ +_____★
		_____ +_____★
		_____ +_____★
		_____ +_____★
		MOTIVATIONS
		_____ +_____★
		_____ +_____★