Tailfeathers Character Sheet

TAILFEATHERS ACADEMY OF MA	nc		House:		Mot	tto	•		
Grade:	Acti	tion Points: Clul						Familiar:	
Relationships			Conditions		Skills	led	ngth	Talent	Spells & Crafts
Repay Favor for +1 Al	P / Spend -1 AP for resc		Minor		JKIID	Skil	Skil Stre		Spend -1 AP for Adv on Favorite
			Disadv on roll for +1 AP / Spend -1 AP to ig Exhausted		► isadv, +1 AP on Success -1 A	AP for	P for Adv	Tricks & Boons	x x
			Upset		Non-Magical Skills			Trick: Spend -1 AP for Success	
			Embarrassed		Detect				
					Duel				
		Twist on roll for +1 AP	jor / Spend -1 AP to igi	nore	Move				
		— Injure	ed		Prowl				
		Shake	Shaken		Socialize				
Gear		Ostraci	Ostracized		Study			Tome & Topics	
Implement:	Implement:		Final and Custom		Semi-Magical Skills			Get a help die / Ask for info / Make a declaration	n
		Taken	Out		Brew			Tome	
					Manage				
					Tinker				
		Compli	Complications, Scars & Flaws		Magical Skills			Topics	
					Charm				Notes
		Twist on roll for +2 AP		I AP	Divine				
Storag	ge Trunk				Enchant			Projects	
					Translocate			Spend -1 AP to progress in Downtime	
					Custom Skills]
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