

TEAM NAME

CHARACTER NAME

Aspects

Aspects are phrases that describe some significant detail about a character. They are the reasons why your character matters.

Aspects can cover a wide range of elements, such as personality or descriptive traits, beliefs, relationships, issues and problems, or anything else that helps us invest in the character as a person, rather than just a collection of stats.

HIGH CONCEPT:

TROUBLE:

ASPECT:

ASPECT:

ASPECT:

Stunts

Stunts are special tricks that your character knows that allow you to get an extra benefit out of a skill or alter some other game rule to work in your favor.

Stunts are like special moves in a video game, letting you do something unique or distinctive compared to other characters. Two characters can have the same rating in a skill, but their stunts might give them vastly different benefits.

Extras

Extras are the powers, gear, vehicles, organizations, and locations your group may want to have some rules for (if aspects, skills, and stunts don't quite cover them on their own).

REFRESH

Refresh is the number of fate points you get at the start of every game session to spend for your character. Your total resets to this number unless you had more fate points at the end of the last session.

Stress

PHYSICAL

① ② ③ ④

MENTAL

① ② ③ ④

Consequences

2 MILD

RECOVERY STARTED

4 MODERATE

RECOVERY STARTED

6 SEVERE

RECOVERY STARTED

8 EXTREME*

RECOVERY STARTED

*Extreme consequence may be used only once a season. This REPLACES one of your current aspects.

2 MILD (BONUS)






















































































RECOVERY STARTED

TEAM MOTIVATION



TEAM DYNAMIC

CHARACTER NAME

Skills

RANK	Skills	Icons
	Athletics Jumping, running, swimming, climbing, etc.	   
	Burglary Stealing things and getting into off-limits locations	   
	Contacts Knowing and making connections with people	   
	Engineering Working with machinery	   
	Deceive Lying and misdirecting people	   
	Drive Operating vehicles	   
	Empathy Ability to read a person	   
	Fight Close-quarters combat	   
	Investigate Used to find things out. Uncover facts or information.	   
	Mythos Arcane Knowledge and education. Flesh out information.	   
	Notice Powers of observation	   
	Physique Raw strength & endurance. Gives add'l physical tracks.	   
	Intimidation Getting a negative emotional response.	   
	Rapport Eliciting positive emotions.	   
	Resources Bus fare.	   
	Shoot Ranged weaponry.	   
	Stealth Avoid detection.	   
	Will Mental fortitude. Grants add'l mental stress tracks.	   
	Fabricate Traditional arts—fine art, blacksmithing, enchantments	   
	Wilderness Surviving in the wild, animal handling	   
	Science! Hard sciences and social sciences	   
	Sixth Sense Noticing and analyzing magic and paranormal energy	   

Legend

-  **Overcome**
-  **Create Advantage**
-  **Attack**
-  **Defend**

Assigning Skills

When assigning ranks remember the skill pyramid—you get one skill at the highest rank (usually +4), then two at the next rank (+3), and so forth.

Superb +5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Great +4	+4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Good +3	+3	+3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fair +2	+2	+2	+2	<input type="checkbox"/>	<input type="checkbox"/>
Average +1	+1	+1	+1	+1	<input type="checkbox"/>