

Refresh is the number

of fate points you get at the start of every game

session to spend for your

had more fate points at

character. Your total resets to this number unless you

the end of the last session.

REFRESH

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:	Stress	
TROUBLE:	PHYSICAL 1	2 3 4
	MENTAL 1	2 3 4
ASPECT:	Conseque	n
ASPECT:	Conseque	RECOVERY STARTED
		- RECOVERT STARTED
ASPECT:		
Stunts	4 MODERATE	☐ RECOVERY STARTED
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.	6 SEVERE	☐ RECOVERY STARTED
	8 EXTREME*	☐ RECOVERY STARTED
	*[
	*Extreme consequence may be used only once a season. This REPLACES one of your current aspects.	
Extras	2 MILD (BONUS)	☐ RECOVERY STARTED
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).		



CHARACTER NAME

Skills

RANK	Athletics Jumping, running, swimming, climbing, etc.	(1)	
	Burglary Stealing things and getting into off-limits locations	4	٦
	Contacts Knowing and making connections with people	4	(1)
	Crafts Working with machinery	4	
	Deceive Lying and misdirecting people	4	(1)
	Drive Operating vehicles	4	(1)
	Empathy Ability to read a person		(1)
	Fight Close-quarters combat		(1)
	Investigate Used to find things out. Uncover facts or information.	4	
	Lore Knowledge and education. Flesh out information.	4	
	Notice Powers of observation		(1)
	Physique Raw strength & endurance. Gives add'l physical tracks.	4	(1)
	Provoke Getting a negative emotional response.		
	Rapport Ellicting positive emotions.	4	(1)
	Resources Bus fare.		
	Shoot Ranged weaponry.		
	Stealth Avoid detection.		(1)
	Will Mental fortitude. Grants add'l mental stress tracks.	4	(1)

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					
Great +4	+4				
Good +3	+3	+3			
Fair +2	+2	+2	+2		
Average +1	+1	+1	+1	+1	