

FATE™ CORE SYSTEM

ID

Name

Refresh

Description

ASPECTS

High Concept

Trouble

SKILLS

Superb (+5)

Great (+4)

Good (+3)

Fair (+2)

Average (+1)

EXTRAS

STUNTS

PHYSICAL STRESS (Physique)

1 2 3 4

MENTAL STRESS (Will)

1 2 3 4

CONDITIONS

FLEETING

1 Angry

1 Frightened

Goes away when you get a chance to catch your breath and calm down.

STICKY

2 Exhausted

2 Hungry

Stays checked off until a specific event occurs (get sleep, eat food).

LASTING

4 4 Broken

4 4 Wounded

Takes a recovery action to begin removal. Second box may be checked only if the first isn't.