

PLAYER:
CHARACTER:
CAREER:



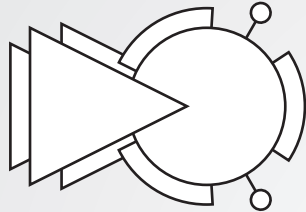
ASPECTS

RANK

LEGENDARY (+8)
EPIC (+7)
FANTASTIC (+6)
SUPERB (+5)
GREAT (+4)
GOOD (+3)
FAIR (+2)
AVERAGE (+1)

SKILLS

FATE PTS



REFRESH

STATUS

PHYSICAL STRESS

☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
1	2	3	4	5	6	7	8	9	10		
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

COMPOSURE STRESS

CONSEQUENCES

MINOR -2 _____
MAJOR -4 _____
SEVERE -6 _____
EXTREME -8 _____

STUNT

EFFECT

STUNTS

ITEM

EFFECT

STUFF

NOTES

REFERENCE

Spend a Fate Point to...

- Get +1 on any roll
- Make a Declaration
- Invoke or Tag an Aspect for +2, reroll, or use alternate Skill
- Power some Stunts
- Refuse Compulsion
- Compel opponent Aspect

Earn Fate Points by...

- Accepting Compels
- Good or entertaining roleplay

Each Shift can...

- Reduce the time to do a task
- Increase quality of result
- Increase subtlety of result
- Increase attack stress

Spin (3 shifts) allows...

- +1 or -1 on very next roll that happens
- Creating a Sticky Aspect with a successful Manoeuvre or other effort

Effort = Skill + Dice

Shifts = Effort - Difficulty or Opposing Effort

