

Extras

Rank 2

Rank 3



Notes

History

Origin

Character Worksheet (30 free points to be spent at end of worksheet)

Aspects

- Must show why you take the aspects in that phase
- How it can be used:

• Good

Character Story Worksheet for:

Phase One (Childhood, Heritage, Family, Birthplace)

Events:

First Aspect:

Second Aspect:

Phase Two (Education, Influence)

Who inspired you to greatness?

Events:

First Aspect:

Second Aspect:

Phase Three (Passion, Personality)

Important People?

People you don't like?

Events:

First Aspect:

Second Aspect:

Phase Four (Career, Experience)

Turning point?

Events:

First Aspect:

Second Aspect:

Phase Five (Where now?, What are you doing?)

Goals?

Events:

First Aspect:

Second Aspect:

House Rules – Spirit of the Century

- In light of the practicality of certain skills I have consolidated some of them into other, more appropriate, skills.
- Force powers will merely be the Guns skill with a twist. (star wars)
- If you wish to use the Force to lift something take Might, if you want to do it at a range take an appropriate feat. Something like, a range of one scene per two ranks. (star wars)
- Extras are special character traits or one time skill boosts or uses of a Stunt.
 - Ex: *Trait* – Mob boss owes me a favor, *Skill* - +1 on a single skill check, *Stunt* – Use “Contact” once.
- Extras cannot go above three ranks and a rank is expent with every use, in the case of skill boosts they may be stacked for a single use, up to the rank of the Extra.
- A player starts the game with 5 Fate points, marked as a “/” on the top of the sheet.
- Players can award Fate points. Every time you award a FP mark it on your sheet as a “\”.
- Once a player earns 10 “X” on there character sheet you go up a level.
- All stress boxes are going to start at 1 instead of 5. And you gain a box for each step of Endurance and Resolve.
- I will be using the -2, -4, -6 Consequences optional rule. Detailed here:

Consequences let you do this: reduce the amount of stress you take from a particular blow. Whatever's left over would get marked in the appropriate box on your stress track.

Take a mild consequence for a -2 to the stress dealt.

Take a moderate consequence for a -4 to the stress dealt.

Take a severe consequence for a -6 to the stress dealt.

Example: Suppose you have a 5-box stress track. Someone nails you massively, an 8 point hit. Taking a mild consequence isn't going to do it — that leaves you with 6 stress, still beyond your stress track. You have to take a moderate one, at least, to make it work, reducing the stress down to 4, and thankfully landing inside your stress track. You'd then mark off the 4 box. The nice thing about this is it breaks up the predictability of the mild->moderate->severe consequence path.

Keep in mind, too, that if you use any stunts that force a consequence on the target, it doesn't come with any of the normal benefits. So, if I hit you for 4 stress and spend a fate point to use some stunt to inflict a consequence as well, you're still taking the 4 stress... you have to use another consequence to absorb the damage.

Academics + (Art)	Craft/Knowledge
Alertness +(investigation)	Perception
Athletics	Physical
Contacting	Social
Deceit + (Gambling)	Social/Mundane
Drive + (Pilot)	Mundane
Empathy	Social/Perception
Endurance	Physical
Engineering	Craft
Fighting (Weapons, Fists)	Combat
Guns	Combat
Intimidation	Social
Leadership	Social
Might	Physical
Mysteries	Knowledge
Rapport	Social
Resolve	Social
Resources	Mundane
Science	Knowledge
Stealth	Subterfuge
Survival	Mundane
Thievery (Burglary, Sleight of Hand)	Subterfuge

Level	Benefit	Level	Benefit	Level	Benefit
1	Add a +1 Extra	11	Add a +1 Extra	21	Add a +2 Extra
2	Add a +1 Extra	12	Add a +2 Extra	22	Add a +3 Extra
3	Add a +1 Skill	13	Add a +3 Skill	23	Add a +5 Skill
4	Add a Stun	14	Add a Stunt	24	Add a Stunt
5	Add a Aspect	15	Add a Aspect	25	Add a Aspect
6	Add a +1 Extra	16	Add a +2 Extra	26	Add a +3 Extra
7	Add a +1 Extra	17	Add a +2 Extra	27	Add a +3 Extra
8	Add a +2 Skill	18	Add a +4 Skill	28	Add a +6 Skill
9	Add a Stunt	19	Add a Stunt	29	Add a Stunt
10	Add a Aspect	20	Add a Aspect	30	Add a Aspect

As part of character creation the phases truly define who a character is. During the phases you will gain seven different aspects from eight of the different categories. For each of these aspects you not only come up with the aspect but also define how it can be tagged, compelled, and invoke. You may must take every aspect at least once before you may repeat one.

Invoke: How can you use this aspect in benefit for yourself?

Compelling: How can the GM compel action out of your character with this action?

Phrase - Delineates something significant or unique about the character, be it a personality trait, inherent trait, belief or conviction, behavior, social/professional status, whatever. In this post, I'm going to rename that category **description**, because that's what those aspects primarily do. ("Strong as an Ox", "Follows the Pirate's Code", "Wealthy Beyond Avarice")

Person/Prop - Delineates an important connection of the character, be it to another NPC, another PC, an organization or cause, a special or sentimental piece of equipment... some entity outside of the character, in the game's setting. I'm going to condense these also, and call them **connection** aspects, because that's what they do. ("My Sick Mother", "Excalibur", "The King's Ear")

Story - Suggests a source for stories involving that character, and usually are synonymous with connections, but not always. These are the primary tools the GM uses for coming up with scenario material. Can be very similar to Issues from *Primetime Adventures*. ("Hunted by the Mob", "My Lost Sister", "Fated to Confront Ultimate Evil")

Situation - Suggests a source for scenes involving that character, and are usually synonymous with descriptions, but not always. You can look at the difference between story and situation aspects as the difference between "why" and "what" in terms of your adventure - situation is what's happening, story is why it's happening. ("Nick of Time", "Brunt of a Joke", "Unlucky in Love")

Description - She goes with "**A Princess by Day**" as a description aspect, as well as "**Cutter, Hero of the People**". These aspects provide a lot of compel potential as her dual identities pull her in different directions.

Connection - She decides her most important connection is her father, whom she worries is part of the corruption plaguing the nation. Taking a suggestion from another player, she makes this character "**Duke Raster**", who is also on the character sheet of Grog, a big dumb mercenary being played by someone else. That also connects them through mutual association.

Story - Tammy decides that one of the biggest problems facing her character is that she's unsure whether or not she's really fit for her life as the princess, and has a hard time grappling with conflicting obligations there. She decides that she needs "**Am I Fit to Rule?**" as an aspect - she tends to be less arrogant and more open-minded than other nobles, but she also suffers from indecision at critical moments.

Situation - Tammy says she sees Ilaria doing a lot of sneaky espionage-type stuff both in investigating stuff at court and as Cutter when doing scoundrel stuff. She also thinks that Ilaria would find herself in a lot of comedic "fish out of water" moments in formal court ceremonies like galas and whatnot. She goes with, "**Your Title Means Nothing to Me**" and "**A Fly on the Wall**" as her two aspects - basically, she can be confident and sneaky, but sometimes she's a little *too* boorish or *too* curious for her own good.

Example

ASPECT	"Sword of my ancestors."
Tagged	All of my clansmen want it as I am not the rightful barer of the sword.
Invoked	I must prove my self worthy of the blade by my honor and martial skill.
Compelled	My honor drives my actions more often than my common sense.