

Identity

Name (pronouns)	
True name	
Description	

Aspects

High Concept	
Trouble	
Burden(s)	
Other Aspects	

Skills, Stress, and Consequences

General Skills	
Athletics	
Burglary	
Deceive	
Empathy	
Fight	
Investigate	
Lore	
Notice	
Physique*	
Provoke	
Rapport	
Stealth	
Territory	
Will*	

Magical Skills	
Warding	
Naming	
Shaping	
Seeking	

Stress				
Physical (Physique)	1	2	3	4
Mental (Will)	1	2	3	4

Consequences	
Mild (2)	
Moderate (4)	
Severe (6)	
Mild (2)	

Assign bonuses at character creation:  
1 skill at Great (+4); 2 skills at Good (+3); 3 at Fair (+2); 4 at Average (+1); rest at Mediocre (+0)  
Will and Physique: +1 unlocks 3<sup>rd</sup> stress box; +3 unlocks 4<sup>th</sup> stress box; +5 unlocks extra mild consequence.

Stunts and Extras

Refresh	
Current Fate Points	

Stunts	
Extras	
Notes	