

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

CONSEQUENCES

2 Mild 2 Mild

4 Moderate

6 Severe



Character Creation Worksheet

CHARACTER IDEA

High Concept Aspect

Trouble Aspect

Name

PHASE TRIO

Phase One: Your Adventure

Phase One Aspect

Phase Two: Crossing Paths

Phase Two Aspect

Phase Three: Crossing Paths Again

Phase Three Aspect

SKILLS

- One at Great (+4)
- Two at Good (+3)
- Three at Fair (+2)
- Four at Average (+1)

STUNTS & REFRESH

- Three Stunts = Refresh of 3
- Four Stunts = Refresh of 2
- Five Stunts = Refresh of 1

STRESS & CONSEQUENCES

- Average or Fair Physique gives you a 3-point physical stress box.
- Good or Great Physique gives you 3- and 4-point physical stress boxes.
- Superb+ Physique gives you 3- and 4-point physical stress boxes and an additional mild consequence slot.
- Average or Fair Will gives you a 3-point mental stress box.
- Good or Great Will gives you 3- and 4-point mental stress boxes.
- Superb+ Will gives you 3- and 4-point mental stress boxes and an additional mild consequence slot.