

Amnesia - The character has a hole in his memory of some size. The good and ill of this are somewhat subject to GM whim.

Banjo - The Demon Horse. He's fast, tough and smart, but he also eats meat. Especially rabbits.

Barbarian - Raised in the wilds, this character may be good at hunting and fighting, but lacking in social graces.

Courtier - Experienced with the ebb and flow of courtly intrigue, this is useful for dealing with those intrigues, but less useful for convincing an angry mob that you're really one of them.

Fae-touched - The character knows something of the ways of Faerie, but this comes with some drawbacks, such as an aversion to Iron, the necessity of an invitation to enter a home, or just the attention of faeries.

Famous - The character is well known, which is useful for dealing with people who like him, but less useful when trying to avoid attention.

Holy - The character's convictions run so deep as to be a beacon in the darkness. This beacon may provide illumination, but it also is likely to draw attention.

Fop - A cultured gentleman can turn to excess. While Fops are usually skilled in social arts, they are also prone to a variety of vices, and have a most unwholesome reputation.

Gambler - Know when to hold em, know when to fold em, but very rarely know when not to play the game.

Hunted - Someone (or something) is after the character. Useful for evading or confronting pursuers, but with obvious drawbacks

Irish - Useful for drinking, brawling and spinning yarns, less good for stopping drinking and keeping your temper.

Kind - Kindness is a virtue treasured by healers and those who bring succor, but it is ill-suited to many of life's cruelties.

Large - Useful when being big and strong comes in handy, but less useful when trying to do things like hide (or buy clothes that fit).

Ninja - Can you ever really have enough ninjas?

Rich - Outside of the events of play, the character has significant wealth. which is useful in many ways. Sadly, what he has, so many others want...

Rival - The character has a rival who he wants to defeat in some fashion. While this aspect may help with the rivalry, the rival himself is likely to cause problems.

Strong - Break things!

Vengeful - **The character's been wronged, and seeks to make it right.** This is useful for pursuing that revenge, but such focus can often turn into tunnel vision.

Weapon Master - The character kicks ass with weapons. People who kick ass this much tend to attract unwanted attention

Meticulous

The character is very thorough in his approach to almost everything. A player might invoke this aspect to: Get a bonus to any task where he has the time and resources to do a thorough job, discover that he packed just the right tool. The GM might invoke this to: Interfere with the character being spontaneous.

Onianos

A curved blade carved from the purest Moonstone, this sword has been passed down through generations of heroes. In the hands of the unworthy, its edge is dull and its balance shoddy, but in the hands of a true (or potential) hero, it strikes sharp and true. A player might invoke this aspect to: Swordfight, or have the sword conveniently available. The GM might invoke this to: Steal the sword. Require some ritual to renew the sword's magic.

Panasta Dados

Panasta Dados is the Master of Thieves of the city of Alverado, and at some point he took the character under his wing and taught him some of what he knows.

A player might invoke this aspect to: Perform a thieflly task, Here's a trick Old Pan taught me. Get some information about Alverado, get information directly from Panasta.

The GM might invoke this to: Have Pan call in a favor. Have Pan's enemies try to strike at him through the character.

Priest

The character is a member of the priesthood, and is expected to support the appropriate dogma, as well as accept whatever duties, responsibilities and powers come with the position.

Intelligent Vs. Bookworm

The aspects Intelligent and Bookworm grant almost identical bonuses, but their drawbacks differ greatly. While this may initially appear imbalanced, it is an intentional result of the rules. The Intelligent character is almost never going to be penalized for his intelligence, but neither is he likely to have anything particularly interesting happen as a result of being smart. In contrast, the bookworm's life will likely be more interesting, but more difficult. As a result, the bookworm is more likely to generate fate points. Neither is better than the other in the end. Instead, they are different ways to play the same sort of character, and merely exist to allow players to tune the characters to the style of play they are most comfortable with.

Sample Corwin

Dara

Corwin at start

Gerard

Gerard

Gerard

Benedict

A player might invoke this aspect to: Give a stirring sermon. Resist the powers antithetical to his faith. Attempt to use the resources of his church.

The GM might invoke this to: Deliver inconvenient orders from a superior. Present temptations that contradict the Priest's Dogma. Raise the ire of opposed religions.

Self Destructive

For whatever reason, the character seeks his own destruction, though he is unwilling to take direct action to do something about it. Instead, he throws himself wholeheartedly into dangerous situations in the hopes that this time will be his last.

A player might invoke this aspect to: Do something stupid and dangerous.

The GM might invoke this to: Keep a character from doing the safe, reasonable thing.

Anger

The character's rage simmers just below the surface, awaiting opportunity to burst.

A player might invoke this aspect to: Vent his frustration, usually through explosive action towards whatever he's mad at.

The GM might invoke this to: Cause the character to lose his temper at an inappropriate moment. Interfere with any action that requires calm.

Corwin

Bookworm

The character is an academic, well versed in all manner of obscure lore. His knowledge, unfortunately, is almost entirely from books, and theory is not always the same as practice.

A player might invoke this aspect to: Dig up an obscure fact or other bit of knowledge at the right. Research like a fiend.

The GM might invoke this to: Cause problems when the character is faced with the need to apply his knowledge under the stress of Real World conditions.

Merlin

Cowardly

The character is a firm believer in the better part of valor, either out of meekness, deep self interest, or some other motivator.

A player might invoke this aspect to: Run, hide, or otherwise get away from something dangerous.

The GM might invoke this to: Inspire the character to flee when he really need to stand his ground. Curse of Toads

When the character tells a lie, a live toad pops out of his mouth.

A player might invoke this aspect to: Gross someone out, or convince someone who knows of the curse that he is honest.

The GM might invoke this to: Complicate things when lies would be more convenient.

Duty

The character owes a duty to some one or thing which should come out of creation. Alternately, the character may simply take all of his responsibilities very seriously.

A player might invoke this aspect to: Perform an action which directly upholds the duty.

The GM might invoke this to: Present a player a choice between upholding his duty or doing something more practical. Raise an issue of responsibility at an inconvenient moment.

Corwin

Intelligent

The character is smart, simple as that.

A player might invoke this aspect to: Know useful things, or find them out if they aren't known.

The GM might invoke this to: Unless there are monsters that specifically like eating big brains, there's not much the GM can do with this.

Merlin