

# FATE CORE CHARACTER JOURNAL





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The *Fate Core Character Journal* is a character information book for you to use with the *Fate Core* Roleplaying Game. It is intended to keep all of your character information in one place, and allow you to add changes to your character as the story unfolds! It is designed to help you think not only about what your character can do, but who your character is and what they want.

The *Character Journal* features:

- ✚ An in-depth look at all of your character's facets, from Aspects to Skills to Stunts. There's plenty of room for you to detail the how's and why's of each.
- ✚ A step-by-step guide for creating and advancing your character.
- ✚ Background information for your character, including goals, the team, friends, allies, enemies, and more!





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Character Name

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Player Name

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Campaign Name

# Character Sheet

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Name: \_\_\_\_\_

Description: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Aspects

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Skills

Superb (+5)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Fair (+2)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Great (+4)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Average (+1)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Good (+3)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Character Sheet

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## Stunts

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Stress

Physical Stress

Mental Stress

Other Stress

## Consequences

Mild

Mild Physical

Moderate

Mild Mental

Severe

Mild Other

## Refresh

8    7    6    5    4    3    2    1

# Extras

---

## Extra Aspects

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Extra Skills

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Extra Stunts

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



**Extra Stress & Consequences**

Other Stress 1

Other Stress 1

Other Stress 1

**Consequences**

Mild

Mild Other 1

Moderate

Mild Other 2

Severe

Mild Other 3

**Notes On Extras**

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## Quick Reference

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### The Ladder

+8 **Legendary**

+7 Epic

+6 **Fantastic**

+5 Superb

+4 **Great**

+3 Good

+2 **Fair**

+1 Average

+0 **Mediocre**

-1 Poor

-2 **Terrible**



### Overcome (pg. 134)

*Failure*—You succeed at a serious cost (pg. 190), or you may choose to fail.

*Tie*—You get what you want, but at a minor cost (pg. 189)

*Succeed*—You attain your goal with no cost

*Succeed with Style*—You attain your goal at no cost, and also receive a boost (pg. 58)



### Create an Advantage

#### On a new aspect (pg. 136)

*Failure*—Create the aspect and give a free invoke to your opposition, or choose to fail.

*Tie*—You create a boost (pg.58) instead

*Succeed*—Create a situation aspect with one free invoke

*Succeed with Style*—Place two free invokes on th situation aspect.

#### On an existing aspect (pg. 138)

*Failure*—You give a free invoke to your opposition

*Tie*—Place one free invoke on the aspect

*Succeed*—Place one free invoke on the situation aspect

*Succeed with Style*—Place two free invokes on the situation aspect.



### Attack (pg. 140)

*Fail*—You don't cause any harm, and opposition succeeds on their Defend action.

*Tie*—You gain a boost (pg. 58), but deal no harm

*Succeed*—You inflict a hit on your target (pg. 160)

*Succeed with Style*—You may reduce your hit by 1 to gain a boost



### Defend (pg. 142)

*Fail*—You suffer the consequences of the action used against you

*Tie*—You grant your opposition a boost

*Succeed*—You avoid the action used against you

*Succeed with Style*—In addition to avoiding the action used against you, you gain a boost (pg. 58)

### Aspect Types (pg. 57)

*Game aspects*—Permanent fixtures of the game, they represent the issues of your story

*Character aspects*—Permanent aspects on a character

*Situation aspects*—Temporary aspects that crop up during play, and last for a scene or until no longer relevant

*Consequences*—Semi-permanent aspect that is taken to reduce stress from a successful attack

*Boost*—A super-transient aspect that disappears after one free invoke.

### Invoking Aspects (pg. 68)

As long as the aspect is relevant to the situation, pay a Fate Point and...

- ⊕ Take a +2 on your current skill roll after you've rolled the dice
- ⊕ Reroll your current skill roll (best used with a roll of -3 or -4)
- ⊕ Pass a +2 to another character's current skill roll
- ⊕ Increase any passive opposition by +2, or create a +2 passive opposition

### Compelling an Aspect (pg. 71)

*Event-based compel*

☒ You have \_\_\_\_ (aspect) and are in \_\_\_\_ (situation), so it makes sense that, unfortunately, \_\_\_\_ would happen to you. Damn your luck.

*Decision-based compel*

☒ You have \_\_\_\_ (aspect) in \_\_\_\_ (situation), so it makes sense that you'd decide to \_\_\_\_\_. This goes wrong when \_\_\_\_ happens.

If you accept the compel, you *gain* a Fate Point. If you refuse the compel, you *must pay* a Fate Point.

# Character Idea

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Character Name

High Concept

Invoke for...

⊕ \_\_\_\_\_

⊕ \_\_\_\_\_

⊕ \_\_\_\_\_

⊕ \_\_\_\_\_

Compel when...

⊖ \_\_\_\_\_

⊖ \_\_\_\_\_

# Character Idea

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Trouble

Invoke for...

⊕ \_\_\_\_\_

⊕ \_\_\_\_\_

Compel when...

▬ \_\_\_\_\_

▬ \_\_\_\_\_

▬ \_\_\_\_\_

▬ \_\_\_\_\_

# The Phase Trio

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Phase One: Your Adventure

Phase One Aspect

Phase Two: Crossing Paths

Phase Two Aspect

# The Phase Trio

---

Invoke phase one aspect for...

**+** \_\_\_\_\_  
**+** \_\_\_\_\_  
**+** \_\_\_\_\_  
**+** \_\_\_\_\_

Compel phase one aspect when...

**=** \_\_\_\_\_  
**=** \_\_\_\_\_  
**=** \_\_\_\_\_  
**=** \_\_\_\_\_

Invoke phase two aspect for...

**+** \_\_\_\_\_  
**+** \_\_\_\_\_  
**+** \_\_\_\_\_  
**+** \_\_\_\_\_

Compel phase two aspect when...

**=** \_\_\_\_\_  
**=** \_\_\_\_\_  
**=** \_\_\_\_\_  
**=** \_\_\_\_\_

# The Phase Trio

---

Phase Three: Crossing Paths Again

Phase Three Aspect

Invoke phase three aspect for...

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Compel phase three aspect when:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



# Skills

---

One skill at Great (+4)

■ \_\_\_\_\_

Two skills at Good (+3)

■ \_\_\_\_\_ ■ \_\_\_\_\_

Three skills at Fair (+2)

■ \_\_\_\_\_ ■ \_\_\_\_\_

■ \_\_\_\_\_

Four skills at Average (+1)

■ \_\_\_\_\_ ■ \_\_\_\_\_

■ \_\_\_\_\_ ■ \_\_\_\_\_

# Stunts

---

You get three free stunts. Each stunt thereafter costs one refresh.

1<sup>st</sup> Free Stunt Name

Description

2<sup>nd</sup> Free Stunt Name

Description

3<sup>rd</sup> Free Stunt Name

Description

# Stunts

---

Stunt Name

Description

Stunt Name

Description

Stunt Name

Description

Stunt Name

Description

# Stunts

---

Stunt Name

Description

Stunt Name

Description

Stunt Name

Description

Stunt Name

Description

# Significant Milestones

---

Significant milestones (pg. 258) usually happen at the end of a scenario or other major plot event and represent your character becoming more capable.

Choose one of the following:

- Swap any two of your skill ratings, or swap an average (+1) skill for one you don't have
- Swap one stunt for another one
- Purchase a new stunt, if you have enough refresh to do so
- Rename any one aspect other than your high concept

Also:

- Gain 1 additional skill point
- Begin recovery by renaming your severe consequence

What you did with your milestone

What you did with your milestone

What you did with your milestone

What you did with your milestone

What you did with your milestone

# Major Milestones

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Major milestones (pg. 260) occur at major shake-ups (the end of a plot arc, death of a main NPC, etc.) and are about gaining more power.

Choose one of the following:

- Swap any two of your skill ratings, or swap an average (+1) skill for one you don't have
- Swap one stunt for another one
- Purchase a new stunt, if you have enough refresh to do so
- Rename any one aspect other than your high concept

Also:

- Gain 1 additional skill point
- Begin recovery by renaming your severe consequence
- Rename your extreme consequence
- Gain 1 point of refresh
- Advance a skill beyond the skill cap
- Rename your High Concept, if you wish

What you did with your milestone

What you did with your milestone

What you did with your milestone

What you did with your milestone

What you did with your milestone

# Group Dynamics

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Overall Dynamics

My Character's Role

Companion/Teammate and their role

Companion/Teammate and their role

Companion/Teammate and their role

Companion/Teammate and their role

Tensions and Rivalries

# Goals

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## Short-term Goals

- \_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_

## Long-term Goals

- \_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_
- \_\_\_\_\_  
\_\_\_\_\_



# Friends, Allies, and Foes

---

## Friends

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Allies

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## Foes

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

# Miscellaneous Notes

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Note 1

Note 2

Note 3

Note 4

# Miscellaneous Notes

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Note 5

Note 6

Note 7

Note 8









# Drawings and Doodles

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# Drawings and Doodles

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# Drawings and Doodles

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## Thank You

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