

1. LIST MEDIA



2. GATHER INSPIRATIONS



3-4. DESCRIBE GENRE and SCALE

GENRE TYPE

DESCRIPTOR

SCALE

5. ESTABLISH FACTS



TITLE: GENRE DESCRIPTOR

6. TITLE

7. CREATE SPARKS



8. SELECT THE ISSUES



LEGACY ISSUE

LEGACY ASPECT

CURRENT ISSUE

CURRENT ASPECT

IMPENDING ISSUE

IMPENDING ASPECT

9. CREATE FACES

LEGACY ISSUE

LEGACY SUPPORTER

DESCRIPTOR

SKILL

LEGACY REJECTOR

DESCRIPTOR

SKILL

CURRENT ISSUE

CURRENT SUPPORTER

DESCRIPTOR

SKILL

CURRENT REJECTOR

DESCRIPTOR

SKILL

IMPENDING ISSUE

IMPENDING SUPPORTER

DESCRIPTOR

SKILL

IMPENDING REJECTOR

DESCRIPTOR

SKILL

10. CREATE PLACES

SPARK

PLACE NAME

DESCRIPTOR

SITUATIONAL ASPECT

SPARK

PLACE NAME

DESCRIPTOR

SITUATIONAL ASPECT

SPARK

PLACE NAME

DESCRIPTOR

SITUATIONAL ASPECT

SPARK

PLACE NAME

DESCRIPTOR

SITUATIONAL ASPECT

SPARK

PLACE NAME

DESCRIPTOR

SITUATIONAL ASPECT

SPARK IN FATE CORE

GAME CREATION WORKSHEET 2